ALL NEW! ALL SONIC!

sonic the summer special

HOT HOLIDAY ACTION!
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MEGA-COOL NEW ADVENTURES STARRING
SONIC, TAILS ROBOTNIK &
(Believe it or not)
KNUCKLES

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Strips, ... trips, Tips and more... Strips, Tips and more... ...and more...

Welcome to the official SONIC THE HEDGEHOG Summer Special. And when we say Sonic, we mean Sonic - that's right, this special is Sonic the Hedgehog all the way! It's packed full with comic strips and features all about Sonic and his amazing World. In this, the first ever all-Sonic special, you will meet just about everyone from Mobius and that includes the sensational new character from Sonic 3... Knuckles! So put your foot down and speed on to all the action awaiting you on the pages ahead!

CONTENTS

Sonic in... "DOCTOR SUN" PART 1	3
THE HISTORY OF SONIC	9
THE ROBOTNIK INTERVIEW	12
Doctor Robotnik in... 'TEST DRIVE"	15
TAILS THE PROFILE	20
Tails in... "ATTACK OF THE BADNIKS"	21
SONIC THE POSTER	26
SPEEDLINES OVERSPILL	28
Q-ZONE SPECIAL	30
KNUCKLES THE PROFILE	32
Knuckles in... "GUARDIAN OF THE CHAOS EMERALDS"	33
SUPER-SONIC TOMY COMPETITION	38
IN 2 ACTION	40
SONIC CRAZY!	42
SONIC'S WORLD	44
Sonic in... 'DOCTOR SUN" PART 2	45

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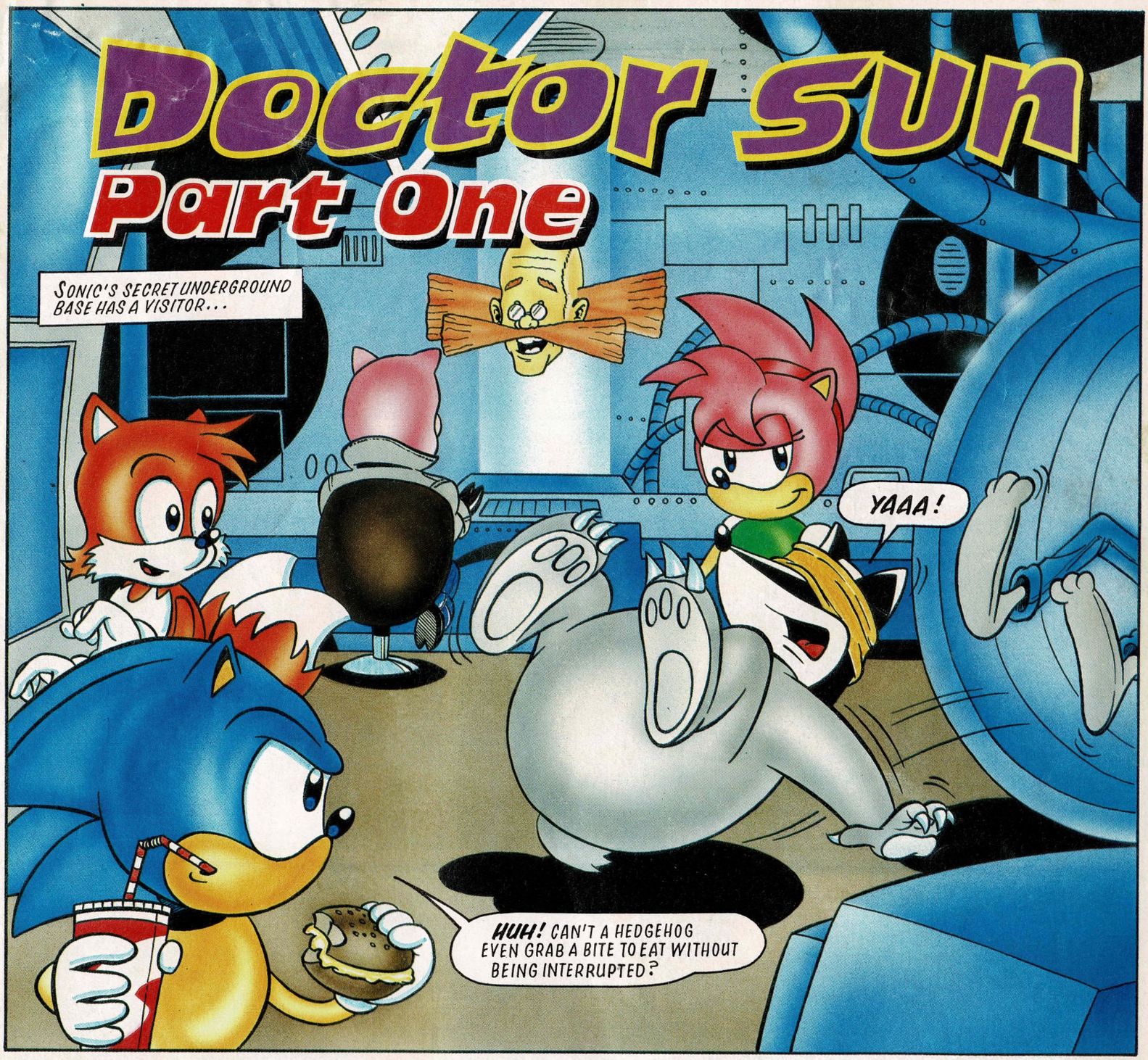
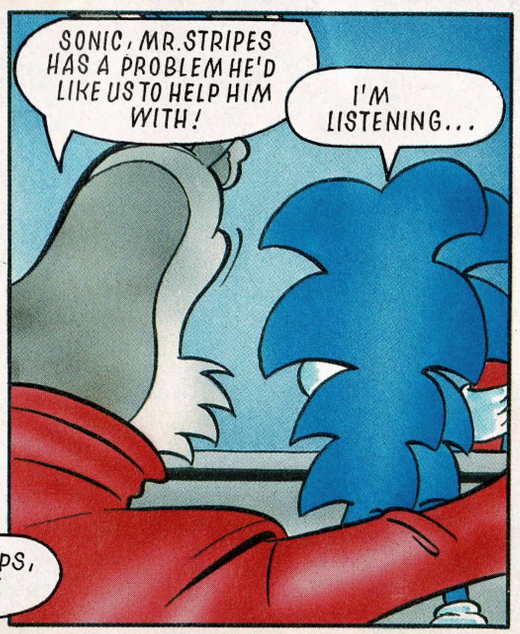
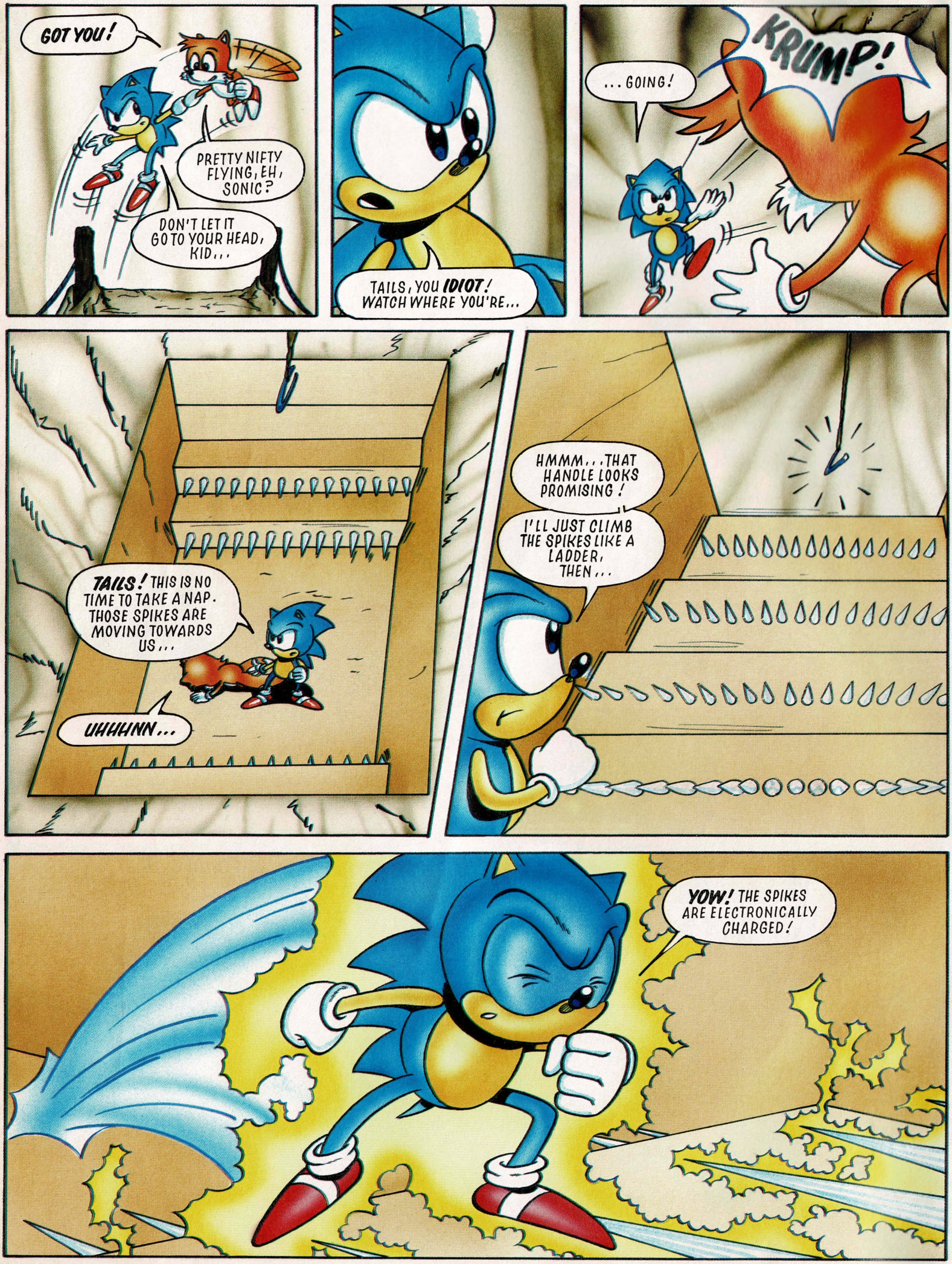
Doctor Sun
Part One

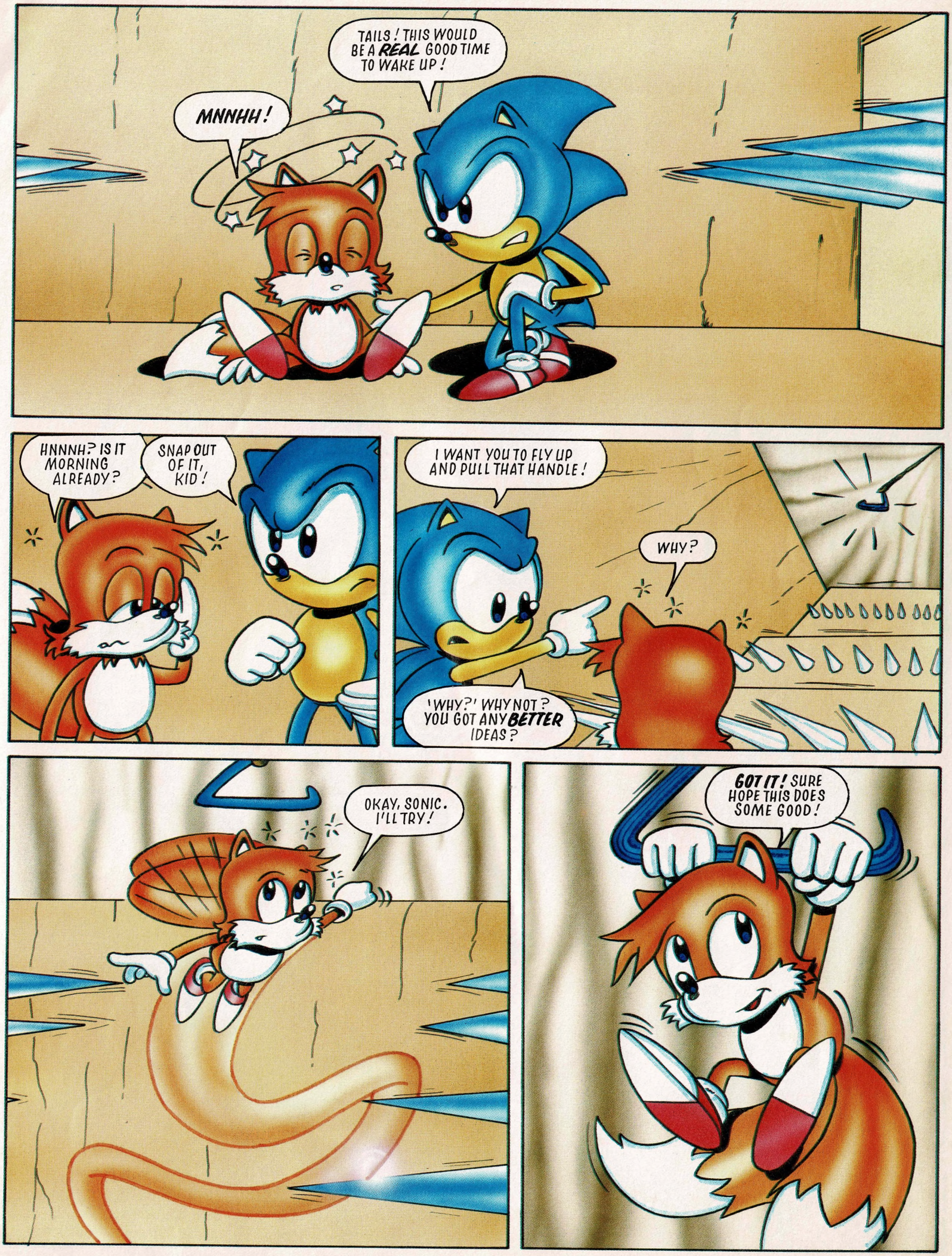




HEY, DOES THIS BASE LOOK LIKE A MISSING PERSONS' BUREAU?
ON THE OTHER HAND, THINGS HAVE BEEN PLENTY DULL AROUND HERE LATELY... AND I'VE HEARD SOME NASTY RUMOURS ABOUT THIS DOCTOR SUN CHARACTER!
SO LET'S GO TO HIS PLACE IN THE MYSTIC CAVE ZONE AND CHECK IT OUT!
TAILS, YOU CAN COME, TOO!
WOW! THANKS, SONIC!
MAN, THESE STAR POSTS SURE SAVE A LOT OF LEG WORK!

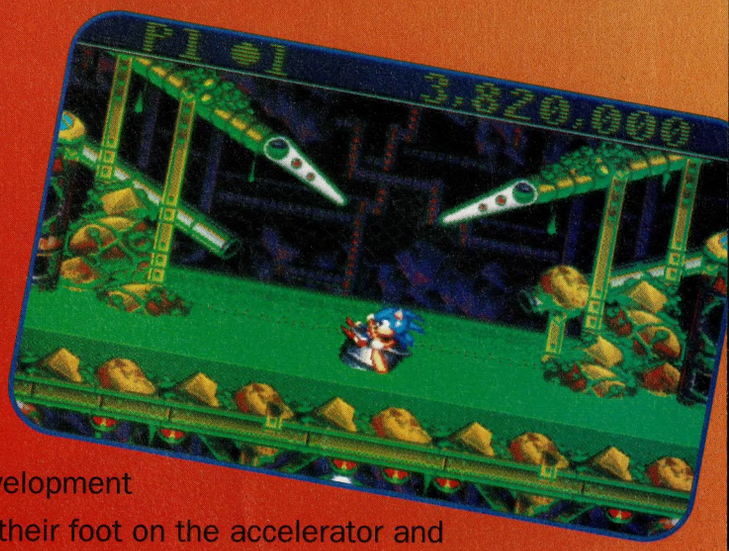
LOOK OUT! IT'S A CRAWLTON!
MAKE THAT 'WAS A CRAWLTON', LITTLE BUDDY!
YEAH, AND ONE OF THE EMERALD HILL FOLK WAS INSIDE.
WH-WHERE AM I?
DON'T WORRY, SONIC'S HERE NOW. EVERYTHING WILL BE ALL RIGHT.
SONIC! BEHIND YOU!
FLASHERS! CAN'T TOUCH THEM WHILE THEY'RE CHARGED UP.
BUT THESE CREEPS CAN ONLY STAY THIS WAY FOR A FEW SECONDS AT A TIME, AND THEN...
UH?
HEY, TAILS! I COULD USE A LITTLE HELP HERE...


GOT YOU!
PRETTY NIFTY FLYING, EH, SONIC?
DON'T LET IT GO TO YOUR HEAD, KID...
TAILS, YOU IDIOT! WATCH WHERE YOU'RE...
...GOING!
KRUMP!
TAILS! THIS IS NO TIME TO TAKE A NAP. THOSE SPIKES ARE MOVING TOWARDS US...
UHHHNN...
HMMM...THAT HANDLE LOOKS PROMISING!
I'LL JUST CLIMB THE SPIKES LIKE A LADDER, THEN...
YOW! THE SPIKES ARE ELECTRONICALLY CHARGED!


TAILS! THIS WOULD BE A REAL GOOD TIME TO WAKE UP!
MNNHH!
HNNNH? IS IT MORNING ALREADY?
SNAP OUT OF IT, KID!
I WANT YOU TO FLY UP AND PULL THAT HANDLE!
WHY?
'WHY?' WHY NOT? YOU GOT ANY BETTER IDEAS?
OKAY, SONIC. I'LL TRY!
GOT IT! SURE HOPE THIS DOES SOME GOOD!

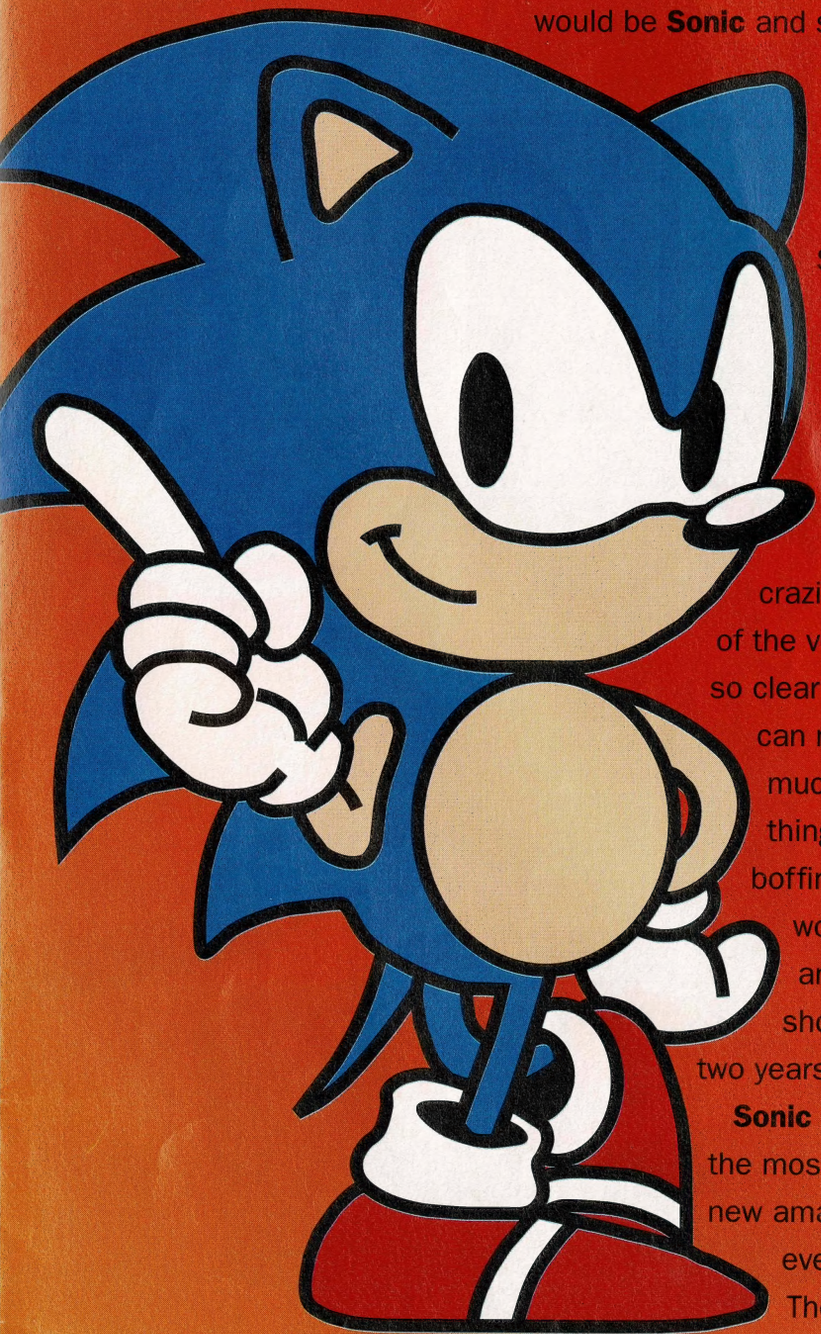
IT'S WORKING! THE SPIKES ARE PULLING BACK!
DID I DO GOOD, SONIC?
YEAH, BUT DON'T CUT IT SO CLOSE, NEXT TIME!
SONIC, ARE YOU TEASING ME?
GREETINGS, STRANGERS!
WHAT THE...?
WELCOME TO THE DOMAIN OF DOCTOR SUN!
STORY CONTINUES ON PAGE 45.

The History of SONIC



Sega's President in Japan decided back in 1990 that it was time to give Nintendo a run for its money in character games, so he asked Sega's Research and Development teams to come up with some characters who could rival Mario and Luigi.

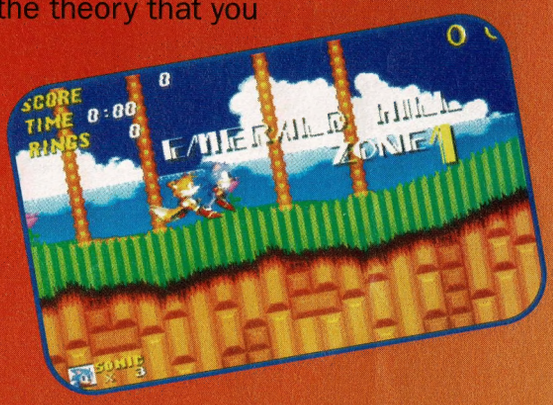
Many ideas were considered, but eventually a certain blue hedgehog was chosen. It was decided that his name would be **Sonic** and so the development team put their foot on the accelerator and came up with the fastest ground animal alive in **Sonic the Hedgehog Part 1!**



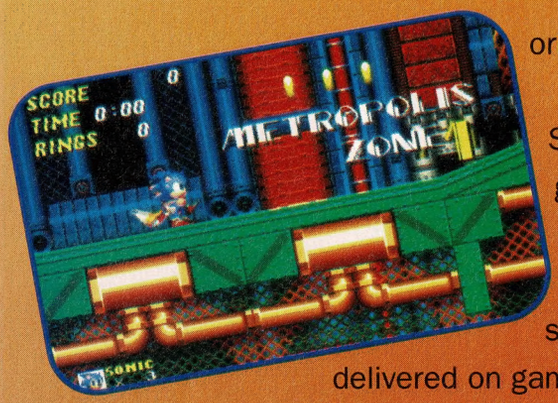
Sonic was launched on the Mega Drive and the Master System in 1990 and the new game created quite a stir. The Megadrive version was the first game to have real 16-bit graphics, with rich colours, big characters, brilliant sound **and** superb gameplay.

The effect was immediate and stunning... **everyone** wanted to play Sonic the Hedgehog!

The gameplay itself was ridiculously simple but it was crazily addictive and it appealed to both boys and girls, one of the very few games to ever cross that particular boundary so clearly. Adhering to the theory that you can never have too much of a good thing, Sega's boffins soon set to work on a sequel and this hit the shops a little over two years later.



Sonic 2 was launched on November 24th 1992 and it was the most eagerly awaited video game ever! It featured an all new amazing **Bonus Round** and some of the trickiest gameplay ever to challenge even the most skilful hedgehog lover! The graphics and sound were actually better than the

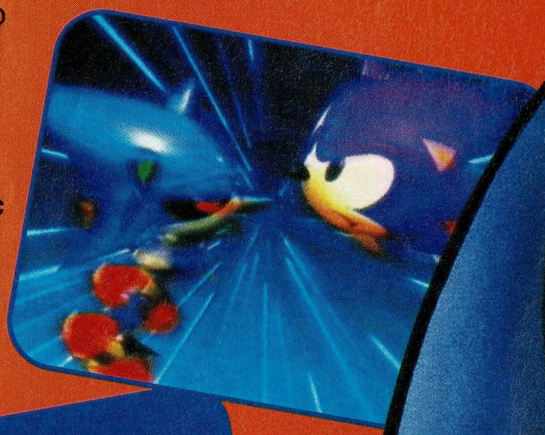


original and **Sonic 2** quickly became a huge world-wide hit.

Sonic 2 was always going to be a real tough cookie to beat, but the Sega development teams were determined to try with **Sonic 3**. The new game may not have had the same amount of publicity as the second one, but it sure delivered on gameplay. **Sonic 3** has received some of the highest review ratings **ever** and has been acclaimed as one of the all time greatest platform games by many leading magazines.

Sonic 3 has no less than **two** new Bonus Rounds and a new enemy for Sonic to tackle in the shape of Knuckles the Echidna. Knuckles may well be making future appearances in Sonic games, so keep those eyes peeled!

The only other Megadrive game to feature Sonic is **Sonic Spinball** which was launched in



MEGA CD

With the launch of the Mega CD add-on to the Mega Drive it was a fair bet that Sonic would make an appearance pretty soon. When he did, he set an all new challenge with the sheer size of the game and the new 3D bonus rounds. If you are a Sonic fan then you have to get *Sonic CD* because it has everything you want in a Sonic game and a lot more!

Sonic CD saw the debut of Amy Rose, who has romantic designs on poor old Sonic - but he is not so keen on her! Whenever Amy is around she will try to hug Sonic, but this doesn't stop him from trying to rescue her from the clutches of Metal Sonic and the evil Doctor Robotnik.

The CD version boasts over 70 rounds to work through with specially orchestrated sound tracks and it even features a battery back-up because of the enormous size of the game! Two versions of *Sonic CD* were created - one for the USA and one for Japan. Each had their own special sound tracks and the Japanese version is the one available in shops in Europe.

November 1993. This was an extension of the Sonic Pinball Rounds found in **Sonic 1** and **Sonic 2** which proved hugely popular with games players.

In this game, rather than have ordinary platform type stages, it was decided to have a pinball play area and the player has to flip Sonic around, with only limited sections where Sonic can walk.

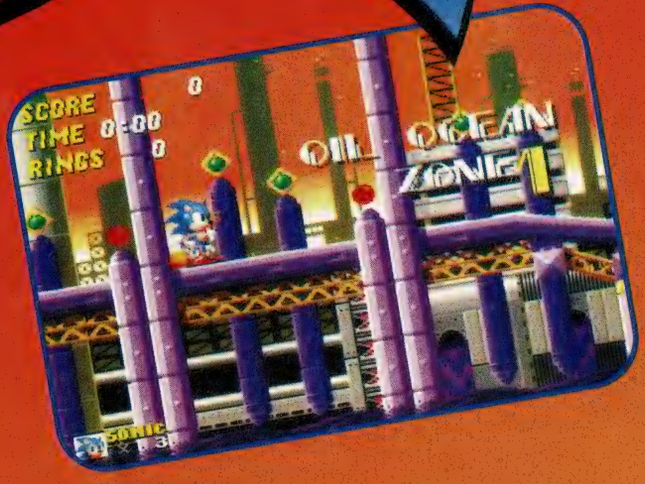
Sonic Spinball was not written by the same team who created Sonic, but they tried to keep the same style of play and feel. As a result, **Spinball** has sold millions globally and thus takes its rightful place in the Sonic legend!

8-BIT

On the 8-bit systems, Sonic obviously did not look quite as good as he did on the superior Megadrive version and the sound was limited. But this did not stop the teams in Japan from going all out to create a platform classic with rock and roll gameplay and intuitive moves.

They succeeded admirably and the Master System and Game Gear versions have all been brilliantly playable. In fact, this is one games player who actually *prefers* the 8-bit versions of Sonic to the Mega Drive versions because of the addictive gameplay and tricky combo moves!

Sonic Chaos was the last 8-bit Sonic release and, with the decrease in popularity of the Master System, it remains to be seen if another version of Sonic will be released in this format.



Sonic the Hedgehog THE STORY SO FAR...

Mega Drive
SONIC THE HEDGEHOG 1
SONIC THE HEDGEHOG 2
SONIC THE HEDGEHOG 3
SONIC THE HEDGEHOG SPINBALL

Master System
SONIC
SONIC 2
SONIC CHAOS

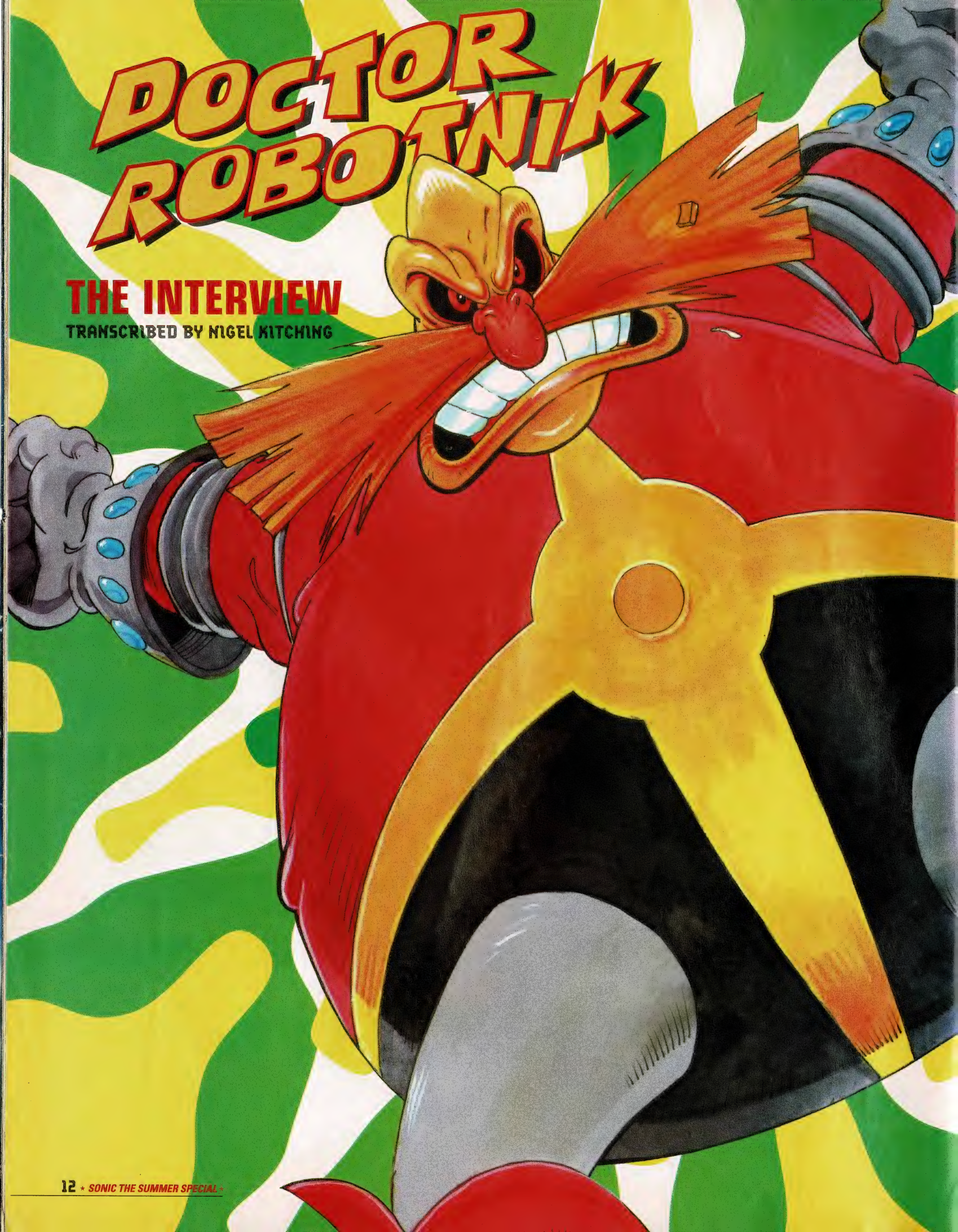
Game Gear
SONIC
SONIC 2
SONIC CHAOS

Mega CD
SONIC CD

DOCTOR ROBOTNIK

THE INTERVIEW

TRANSCRIBED BY NIGEL KITCHING



Doctor Robotnik has ruled over Planet Mobius for some time now, but the man himself remains something of a mystery. Tyrannical ruler or benign benefactor? Power crazed dictator or misunderstood philanthropist? Opinion is divided into two camps - what Robotnik thinks and what everybody else says. Now Sonic The Summer Special gives you the chance to decide for yourself as we present this exclusive interview. We sent our intrepid reporter, Bob Cosgrove, to meet the great man in his fortified base in the Special Zone. Doctor Robotnik, it seemed, was keen to put the record straight about his position as self appointed monarch to Mobius. Bob found the good doctor in typically good humour...

Sonic The Summer Special: Well, Doctor Robotnik, or may I call you Rob?

Robotnik: Doctor Robotnik is my correct title, you uneducated clod!

SSS: Fine, Doctor Robotnik it is then, Doctor Robotnik, how do you feel about the fact that you are about as popular on Planet Mobius as gastroenteritis?

Robotnik: You must be mistaken. I am told that my subjects dance in the streets at the mention of my name. The fine people of Mobius have come to love me and accept my laws cheerfully. Besides, everyone knows the penalty for looking discontented.

SSS: But just last week there was an attack on one of your Badnik patrols...

Robotnik: There are always some sad misguided souls, some ungrateful wretches who cannot accept the rule of Doctor Robotnik. I provide protection and security for my people and all I demand in return is their total, unquestioning obedience.

SSS: Be blue and spikey, would he?

Robotnik: If you are referring to Sonic the Hedgehog, yes he would. That criminal has been a thorn in my side for years. He strikes at me at every opportunity and then vanishes back to his secret hide-out where he skulks like the coward he is. But the net is closing and, one day soon, Sonic will be mine and I'll obliterate the little creep...I...I mean, he'll be rehabilitated and placed back into society as a useful and contented citizen.

SSS: Fine, maybe we'll come back to Sonic later. I wanted to ask you about the Badnik troops and all the weaponry you seem to have amassed. A little odd for a peace loving ruler, wouldn't you say?

Robotnik: I fight an endless battle for peace, prosperity and justice. But for this never ending fight I need weapons - weapons with which to defend myself against all those who oppose me - all the enemies of freedom.

SSS: Well, let's consider the Badniks then. It is said they roam the countryside and indiscriminately attack any of the Green Hill Folk they come across. The poor creatures are then imprisoned inside the Badniks and are used as some sort of bizarre 'organic battery'. Do you have any comments you wish to make about this?

Robotnik: If I may say so, it's that kind of story which causes unnecessary concern amongst my subjects.

SSS: Yes, but is it true?

Robotnik: Well, in a manner of speaking...

SSS: How do you mean, exactly? Either it's true or it isn't, surely?

Robotnik: Well all right then, it's true. But one should see the Badniks as going into partnership with its victim...er, companion. This is a chance for the Emerald Hill creature to improve itself, this situation should be seen as a great opportunity to serve Doctor Robotnik as I, in turn, humbly try to serve my subjects. After all my only desire is to make my people happy and to further the cause of

peace and brotherly love.

SSS: All right, I'd like to ask you about the orbiting space satellite - the Death Egg. Death Egg has rather menacing overtones, wouldn't you say? And it was said to be capable of firing a death ray of some sort. Hardly the instrument of a peace loving man.

Robotnik: Oh how the people of Mobius misunderstand me. The Death Egg was intended to protect Planet Mobius against attacks from outer space. As the death rays were pointing away from the planet. Once again it is that liar, that insidious gladiator, Sonic The Hedgehog. It is he who has turned the people against me with his groundless accusations.

SSS: But I thought you said the people loved you?

Robotnik: Quite true, they do love me. They just don't realise it yet. They do not yet understand that I have to save them from themselves. They do not understand that no-one knows what is best for them except their humble monarch, Doctor Robotnik. But now my Death Egg is destroyed and Mobius is deprived of its protection.

SSS: Okay, I wanted to ask you about the Chaos Emeralds. I believe Sonic has these in his possession at the moment?

Robotnik: The Chaos Emeralds rightly belong to me because only I understand their awesome power, only I know how to harness their energies to the full. If I had them I would be invincible, unstoppable. There would be no power on Mobius that could stand in my way. If this power of destruction were mine, I could rule Mobius in the way that I really wanted to...er, with kindness and understanding, I mean.

SSS: When one looks around at Planet Mobius, there have certainly been a lot of changes made since you arrived...

Robotnik: Why, thank you...

SSS: No. I mean Zones like the Chemical Plant Zone. This region was once a place of great natural beauty, now it has become one enormous factory belching out smoke and producing gallons of noxious liquids.

Robotnik: Mobius has to face a harsh reality. The pollution is a small price to pay for the profits generated by the Chemical Plant Zone. The work undertaken here produces a vital revenue for the planet, as well as providing much needed employment for the population.

SSS: You mean you actually pay the people who work there?

Robotnik: Well, not actually 'pay', no. But each worker rests easy at night knowing he is playing a part, no matter how small, in the development of the Mobian economy.

SSS: Some people say these 'workers' are actually slaves, press-ganged into working against their will. Do you have any comment on this?

Robotnik: I am genuinely shocked to hear this accusation. If you give me the names of the people who say these things, I can promise you I will make a full and thorough investigation.

SSS: I'd like to move on. Nothing is known about your background. It seemed as if one day you suddenly arrived on Mobius out of nowhere. What can you tell us about Robotnik The Early Years?

Robotnik: Isn't it enough that I am here now? Why do you need to know of my past? It is of no consequence.

SSS: I just think our readers might understand you better if they knew something of your background. There is a rumour that you have no memory of the past...

Robotnik: There is something in what you say. But whatever my past might have been, it is of no importance to what I am now. Before I became Robotnik, I vaguely remember being different...weak and foolish. Something happened to me and I changed. Now my mind sees things with the crystal clarity of...of...

SSS: Madness?

Robotnik: Not madness, you incompetent fool! As somebody once said - 'men always think their superiors are mad'. I am growing impatient with your prattle. Make your next question a good one.

SSS: Okay, how about this? Sonic has beaten you time and time again. He evades your best attempts to capture him - isn't it just a matter of time before he defeats you for good and returns Mobius back to the old way of life?

Robotnik: Sonic The Hedgehog's days are numbered! He has only escaped me in the past by the most preposterous turns of good luck. At the moment I am hatching a plan so devilish, so cunning that the spiky rat won't know what hit him. I am developing weapons so powerful that, no matter how fast he runs, he'll never find a place to hide. In fact I have one here I've been working on. Do you want to see how it works?

SSS: Er, no. Not really. Look, will you watch where you're pointing that thing?

Robotnik: Don't worry, I'll be careful...

(At this point there was a curious sound recorded on the tape, a sort of 'zap'.)

Robotnik: Oh dear...how clumsy of me.

Tape ends.

The above is the complete transcript of the tape recorded by our Sonic The Summer Special reporter. The tape was sent to us anonymously and delivered by hand. If anybody knows the whereabouts of Bob 'Scribbly' Cosgrove, could they please contact Sonic The Comic offices - we want the tape recorder returning.

WELL, MASTER, WHAT DO YOU THINK?
DOCTOR ROBOTNIK in TEST DRIVE
I LIKE IT, GRIMER! I DO... I REALLY DO!
SONIC WON'T STAND A CHANCE AGAINST THIS FLYING MACHINE.
DON'T TOUCH THE MEGA ATTACK LEVER... WE'RE STILL HAVING A FEW PROBLEMS WITH IT.
I WANT TO TRY IT! NOW! QUICKLY, GRIMER, FIND ME A TARGET!

THEN TRY ONE OF OUR SONIC PRACTICE DUMMIES, MASTER.
KRRASSSH!
OH, BOR-ING!
WHAT I REALLY NEED IS A MOVING TARGET...
...GRIMER!
MASTER! YOU... YOU WOULDN'T?
OH, COME ON, GRIMER, YOU WIMP! CAN'T YOU RUN FASTER THAN THAT?
I'M TRYING, BELIEVE ME!
KRUMMP!

HOW'S IT GOING, GRIMER?
ABOUT THE SAME AS USUAL.
I SEE WHAT YOU MEAN!
COME BACK HERE AND GET SMASHED, YOU COWARD!
RIGHT, LET'S TRY OUT THAT MEGA ATTACK YOU WERE TALKING ABOUT!
MASTER, I REALLY WOULDN'T TOUCH THAT IF I WERE YOU! IT'S UNTESTED...
DON'T BE SUCH A GIRLIE... IT'LL ONLY HURT FOR A MINUTE!
ZZZZMMM!

KRACK-A-BOOOM!
ER, MASTER... ARE YOU... AH, ALL RIGHT?...
I'D LIKE TO GO FOR A LITTLE LIE DOWN NOW, MUMMY... I THINK I'VE GOT A HEADACHE COMING ON...
END

I'm coming home to ya! This is me hanging out with top popsters M People!

TAILS

THE PROFILE

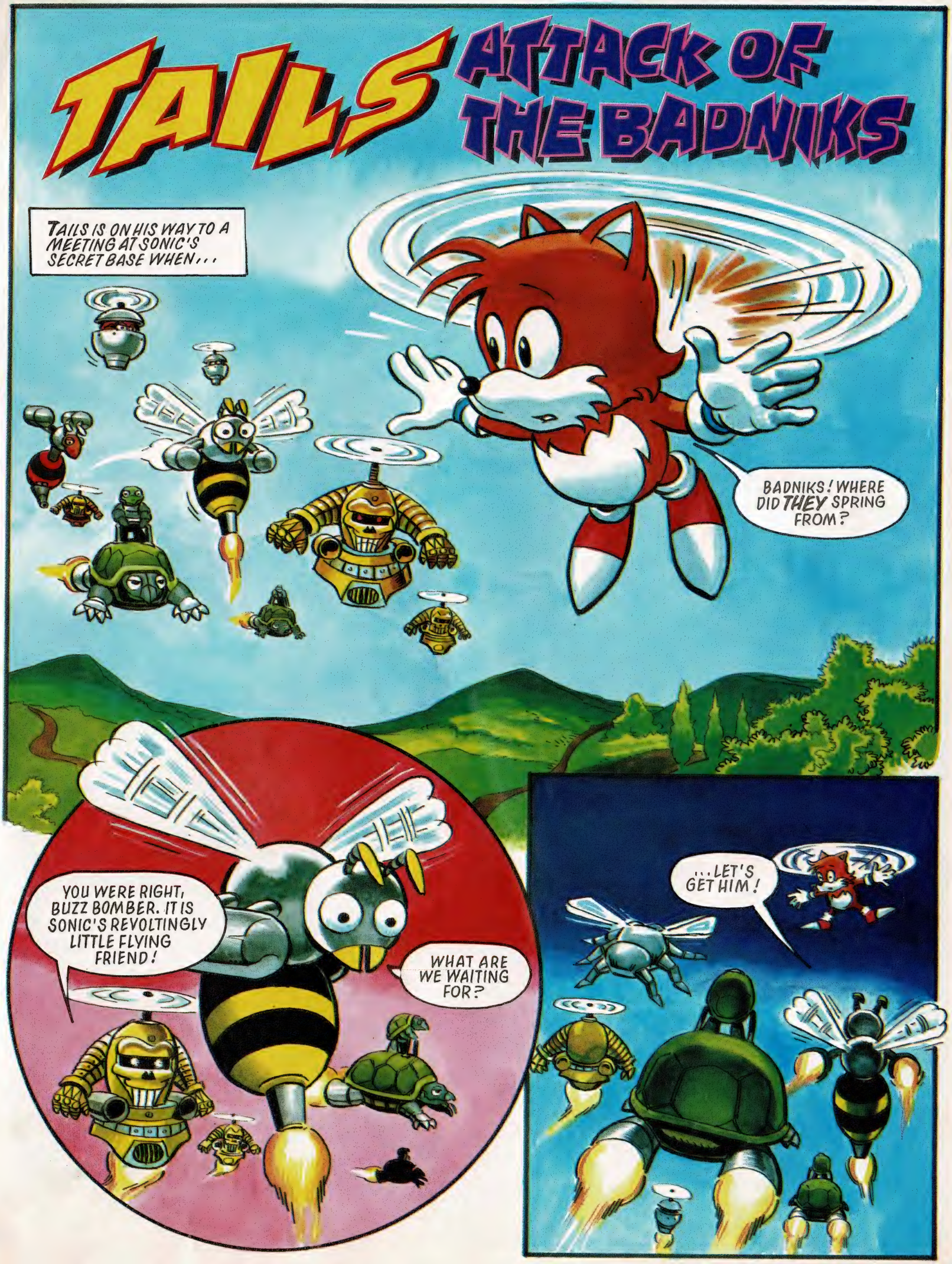
Miles Prower, or 'Tails' as he is better known, is accepted amongst the Emerald Hill Folk, but he doesn't originally come from this Zone. Tails' people live in the mysterious land known only as the Nameless Zone. When Tails came to want more from life than his home could offer, he left to make his fortune in the Emerald Hill Zone. Due to an embarrassing mix-up, Tails believed the streets here were paved with real emeralds - Tails may have many fine qualities, but no-one ever claims brains was one of them. On his way, Tails ran into Sonic and the rest is Mobian history.

Tails has the ability to fly by spinning his unique twin tails, he has recently become good enough at this to be able to carry Sonic for short distances. Even the cool blue one has had to admit that the kid does have his uses.

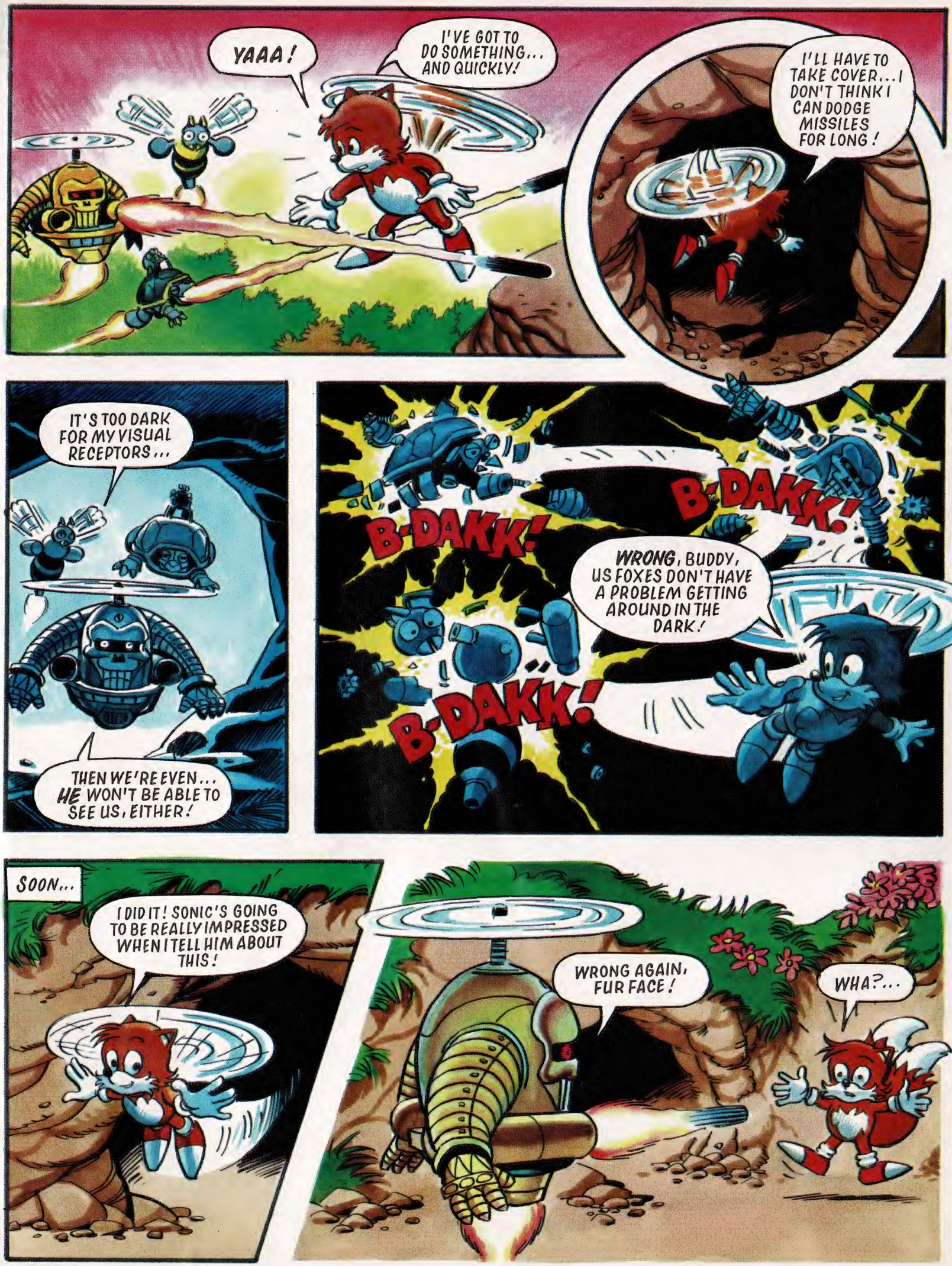
Tails is totally devoted to Sonic and would follow him into any situation, regardless of the danger. Some people think this means Tails is very brave indeed, others believe he is just stupid.

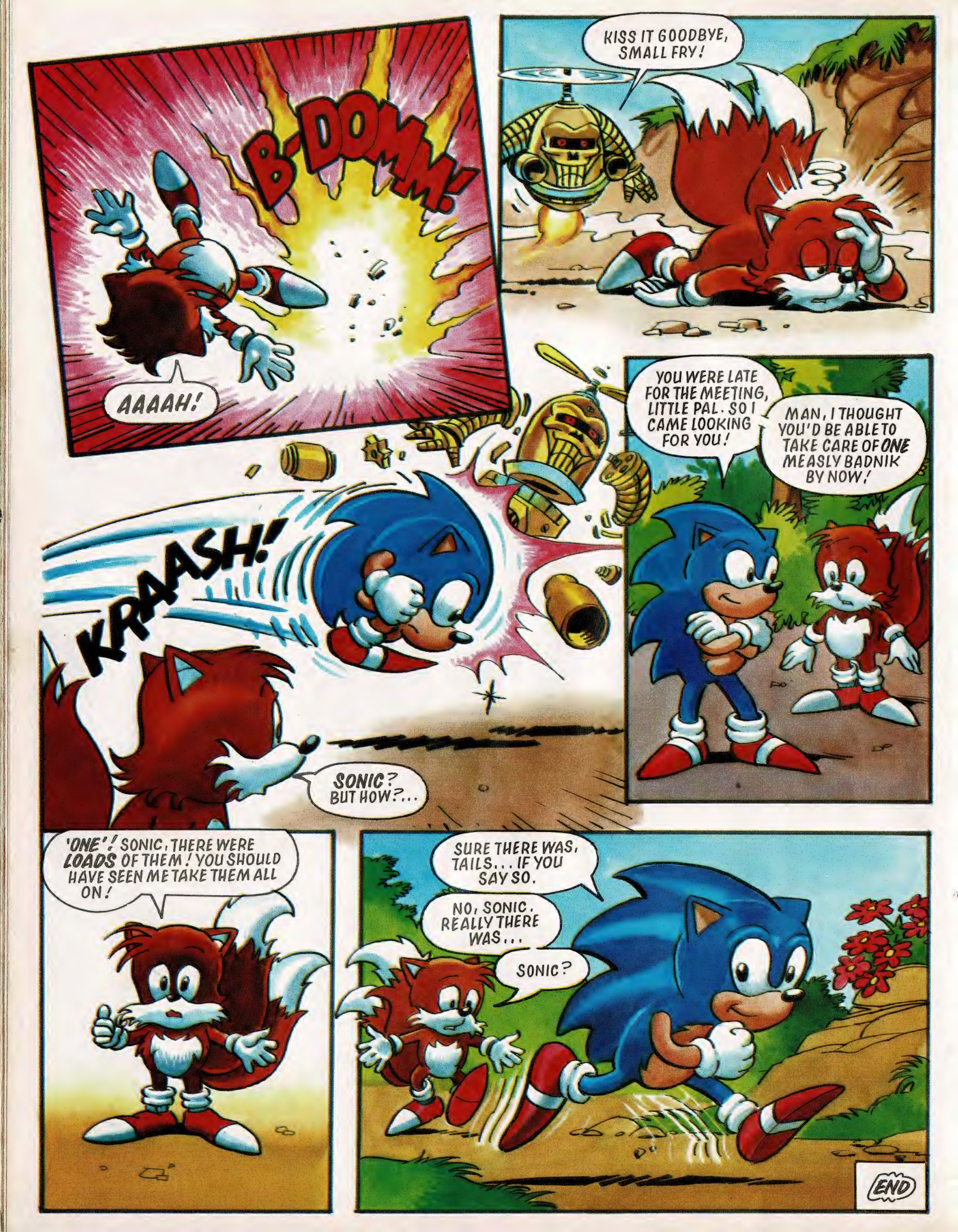
Whatever the case may be, Sonic and Tails have definitely become a double act - only don't tell that to Sonic.

TAILS ATTACK OF THE BADNIKS


TAILS IS ON HIS WAY TO A MEETING AT SONIC'S SECRET BASE WHEN...
BADNIKS! WHERE DID THEY SPRING FROM?
YOU WERE RIGHT, BUZZ BOMBER. IT IS SONIC'S REVOLTINGLY LITTLE FLYING FRIEND!
WHAT ARE WE WAITING FOR?
...LET'S GET HIM!

THEY'RE... THEY'RE TOO FAST FOR ME!
I CAN'T OUTRUN THEM!
HEY, I WONDER HOW THESE BADNIKS WOULD HANDLE A FEW OBSTACLES?
BOOM!
BOOM!
WELL, WHAT DO YOU KNOW, IT'S WORKING!
KRSSHH!
BUT A FEW OF THEM MADE IT THROUGH! NOW WHAT?


YAAA!
I'VE GOT TO DO SOMETHING... AND QUICKLY!
I'LL HAVE TO TAKE COVER... I DON'T THINK I CAN DODGE MISSILES FOR LONG!
IT'S TOO DARK FOR MY VISUAL RECEPTORS...
THEN WE'RE EVEN... HE WON'T BE ABLE TO SEE US, EITHER!
B-DAKK!
B-DAKK!
B-DAKK!
WRONG, BUDDY, US FOXES DON'T HAVE A PROBLEM GETTING AROUND IN THE DARK!
SOON...
I DID IT! SONIC'S GOING TO BE REALLY IMPRESSED WHEN I TELL HIM ABOUT THIS!
WRONG AGAIN, FUR FACE!
WHA?...


B-DOMM!
AAAAH!
KISS IT GOODBYE, SMALL FRY!
KRAASH!
SONIC? BUT HOW?...
YOU WERE LATE FOR THE MEETING, LITTLE PAL. SO I CAME LOOKING FOR YOU!
MAN, I THOUGHT YOU'D BE ABLE TO TAKE CARE OF ONE MEASLY BADNIK BY NOW!
'ONE'! SONIC, THERE WERE LOADS OF THEM! YOU SHOULD HAVE SEEN ME TAKE THEM ALL ON!
SURE THERE WAS, TAILS... IF YOU SAY SO.
NO, SONIC. REALLY THERE WAS...
SONIC?
END

FEELING BLUE?

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Sonic the comic

starring SONIC THE HEDGEHOG™

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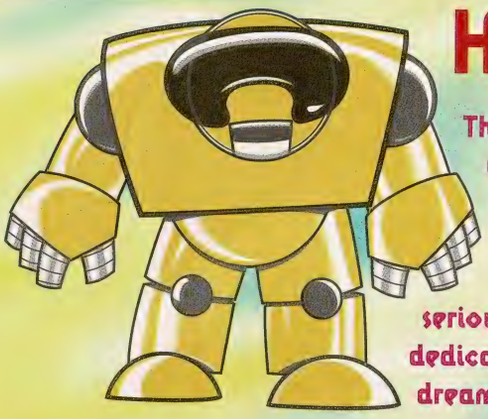
SONIC
THE PIN UP

SPEEDLINES



Hey, Boomers!

The mighty Megadroid asked for your input and - POW! - it happened in a big, big way! In the launch issue of Sonic The Comic (way, way back in May of '93), the server-droid requested Boomers to send in letters and drawings to Speedlines. Tidal waves of correspondence have been arriving at the SFC office ever since. But space is always tight in SFC (what else can you expect from such a seriously-hot publication?), and, because of this, Sonic The Summer Special has dedicated these pages to give fame and fortune to the following Boomers who have dreamed up highly original drawings.

BA and VIRGIN beware! SONIC AIRWAYS is about to make a takeover bid. This high-flying drawing was created by JULIE MALLINSON of Leeds

STEVEN ("I'm 10") GUBBINS of Marlow in Bucks drew the pals in this ready for action pose

Sonic has become a warrior from Legend of the Golden Axe in this clever pic sent in by RICHARD GREGORY of Leigh in Lancs

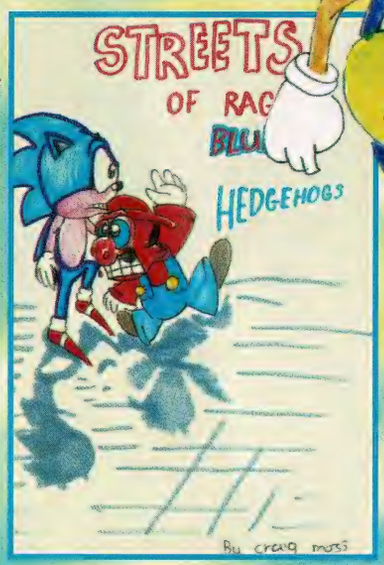
VERSPILL

The blue hedgehog in the green of the Jungle Zone. MARNIE (great name) McLEAN from Inverallochy drew this and also created the powerful colour pic of Tails

New kids and their alphabet blocks. MICHAEL HAYWARD of Shrewsbury sent in this fun pic of Sonic and Tails as kids.

ANDREW CHRISTIAN from Fixby created this speedy drawing of Sonic on Skates

Robotnik hates hedgehogs but Megadroid loved this pic sent in by KARL BISHOP of Bucks



Streets of Raging Blue Hedgehogs is the title of this artwork drawn by CRAIG MOSS of Prestatyn

Get in Print + Win a Prize!

Every letter and drawing published in STC wins a Segasational prize - and, of course, the readers featured in this artwork extravaganza will win one, too! They all receive the fabulous **Tomy Sonic The Hedgehog Water Fun Game.** You fill it with water (naturally) and pump the button to see if you can help Sonic catch all the power rings. Great fun!

The Sonic Water Fun Game is one of the prizes in the terrific TOMY competition also featured in this Special. Make sure you enter.

Q ZONE SPECIAL

Hey, Boomers, you know the Q Zone is the fave place in STC for help and solutions to those really difficult games. This regular service has proved a big hit with all Sega gamers...but in this Special feature, the Q Zone zooms in on our megastar, the world-famous Sonic The Hedgehog. Coming up are some of the best tips when competing with our speedy blue buddy and all apply to the Mega Drive system.

MD

SONIC 1 tips

HOW TO START ON A DIFFERENT LEVEL

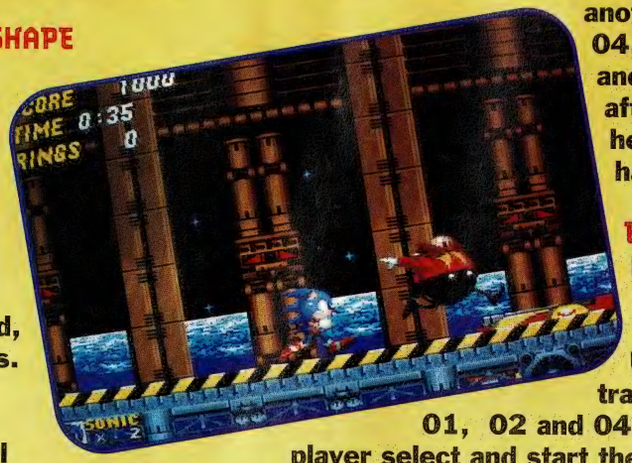
It's title screen time and when Sonic starts waving his finger, press UP, DOWN, LEFT, RIGHT, then A and START at the same time.

CHANGE SONIC INTO ANYTHING YOU WANT

When Sonic starts waving his finger, press UP, C, DOWN, C, LEFT, C, RIGHT, C, then A and START together until the game gets under way. You can now change Sonic into anything you want by pressing B.

CHANGE SONIC INTO A BACKGROUND SHAPE

Repeat the 'Change' instructions above but hit A at the end instead of B.



PRINTING OBJECTS ON THE SCREEN

Again, repeat the last process, but this time hit C at the end instead of A. Positioning 1-ups, rings and bonuses, change back into Sonic and, bingo! you can collect all the goodies.

IF YOU WANT A STRANGE SONIC

When Sonic speeds across Green Hill Zone after killing Doctor Robotnik, hold down A, B, and C together. Keep them held down and Sonic will become a strange Sonic.

MORE TIME WITH A BROKEN CLOCK

At the title screen press UP, DOWN, LEFT, RIGHT and your ears should hear a ringing sound as you press START. Press START again to pause the game. Now, if you press RIGHT on the joypad, Sonic has slowed down AND the clock has stopped. You can do this on every level.

MEGA BONUS TIME!

If you can complete acts 1 and 2 of the Green Hill Zone in less than 30 seconds, you earn a mega 50,000 points bonus.

SONIC 2 tips

START AT ANY LEVEL YOU WANT

At the options screen, select tune #'s 19, 65, 09 and 17 (no need to listen to 'em fully). The game and option select will return you to the main screen. Press A and START together and the screen will fade to the cheat menu. Now you can play every stage, including the final showdown with the evil Doctor Robotnik.

HOW TO CREATE A SUPERSONIC

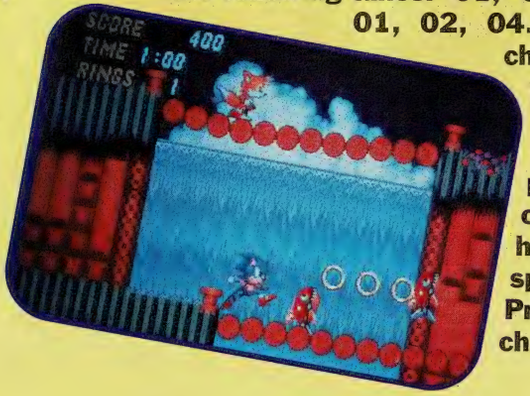
At the bottom of the level select screen there's another soundtest. Play tracks 04, 01, 02 and 06 (as before) and select your level. Now, after Sonic collects 50 rings, he should become the fair-haired SuperSonic.

EXTRA CONTINUES CHEAT

If you'd like 14 Continues, try going to the options screen (not the level-select). Using the sound test, enter tracks 19, 65, 09, 17, 01, 01, 02 and 04. Move the highlighter to player select and start the the game. The one drawback is you can only hear track 04 throughout the game and there are no sound FX.

CHANGE SONIC INTO THE SPRITE OF YOUR CHOICE

Use the level-select, go to the sound test, then enter the following tunes: 01, 09, 09, 02, 01, 01, 02, 04. You will hear a chime. Select the level you want and press A, START and B simultaneously. Now press B to start the cheat. To change the hedgehog into another sprite, press B. Pressing C makes the change permanent.



BRING ON THE SUPERHEROES

Enter level-select then go to the sound test. Enter the tunes 01, 09, 09, 02, 01, 01, 02, 04. Reset, return to the level-select and play 04, 01, 02, 06. At the level you want, hold down A and START until Sonic and Tails appear. Now collect 50 rings without bashing a TV and press B then A. When the TV appears press C once, then B and Sonic has a TV beside him. Press C and Sonic turns blond. Smash the TV and Tails starts going crazy with stars and flashing lights above his head. Get rid of Sonic's rings then collect another 50. Watch out, Boomers, now you have a super pair of superheroes!

LOADSA LIVES

This cheat is for the second player in the split-screen game...but first they must waste two of their lives (leaving one life) and get rid of all their rings as well. When player 1 has finished, player 2 lets the clock tick down to about 2-4 seconds and, without waiting for the console to tell them it's time out, it's kill time! When starting another act they will have 97 lives to play with.

SONIC 3 tips

AA6T AAXC

is the brilliant Game Genie Sonic 3 cheat code because it gives all Boomers the following mega extras...

DISCOVERING A LEVEL SELECT

Enter the AA6T AAXC code and press START. Start playing the game as usual and, amazingly, you'll find a level select.

DEBUG MODE AS EASY AS A B C

Again enter the magical code to get the level select screen up. Choose the level you want to play and press START and A. Once the level begins, press B to change Sonic into a ring, then use A to alter the Sonic-related object. Pressing C places the object onto the game map. Pressing B returns you to your original Sonic form.

SUPERSONIC FOR THE THIRD TIME

Use the debug mode AA6T AAXC and then press A to change into a TV. Put the TV down by using C and press B to turn back into Sonic. Now you have to jump on the TV to become SuperSonic. Now go for it, Boomers as you revel in super-speeds and your new-found invulnerability.

TIME TO EASE BACK INTO SLOW MOTION

After using the debug mode again, press START to pause the game and hold down B to play the game in slow motion.

LOADSA CODES

If you've got a Game Genie then the codes coming up will be mega useful when playing SONIC 2

	PLAYER 1	PLAYER 2
Rings worth two	SAST-DJ1A	SATA-DJWN
Rings worth three	SAST-DN1A	SATA-DNVW
Rings worth four	SAST DT1A	SATA-DTVW
Rings worth five	SAST-DY1A	SATA-DYVW
Rings worth six	SAST-D21A	SATA-D2VW
Rings worth seven	SAST-D61A	SATA-D6VW
Rings worth eight	SAST-DA1A	SATA-DAVW
Start with one life	AE8A-AAD2	AE8A-AAD8
Start with five lives	AY8A-AAD2	AY8A-AAD8
Start with seven lives	A68A-AAD2	A68A-AAD8
Start with nine lives	BE8A-AAD2	BE8A-AAD8
Start with 25 lives	DE8A-AAD2	DE8A-AAD8
Start with 50 lives	GJ8A-AAD2	GJ8A-AAD8
Start with 75 lives	KN8A-AAD2	KN8A-AAD8
Start with 100 lives	NN8A-AAD2	KN8A-AAD8
Infinite lives	JW3A-CA4J	JXGA-CA7G

BOTH PLAYERS	
Smaller jump.	KBVT-CAE2
Slightly jump higher.	FVVT-CAE2
Big jump.	EBVT-CAE2
Rocket jump!	CBVT-CAE2
Sonic stays invincible for a shorter time after being hit.	AO2T-CAF8
Sonic stays invincible for a longer time after being hit.	982T-CAF8
Sonic becomes invisible and invincible after being hit (must have at least one ring).	ALTA-CA8N
Once Sonic picks up the shield he stays invincible for the whole level.	ALTA-CA9J
Sonic doesn't lose rings.	ATTT-CA4W
Tails doesn't lose rings.	ATTT-CA5G
Go straight to end-game sequence.	GJ8A-AA4G
Need only one ring to enter special stage.	AH2T-CAH6
Every ring worth eight in special stage (Sonic).	SBJA-HAWJ
Every ring worth eight in special stage (Tails).	SBJA-HAWR
Start with seven Chaos Emeralds.	ACZT-CACA
Need one ring to become SuperSonic (use with above code).	AGZT-CACJ
SuperSonic doesn't lose rings when hit.	K4ZT-CA9N

THANKS TO THE GUYS AT HORNBY HOBBIES

KNUCKLES

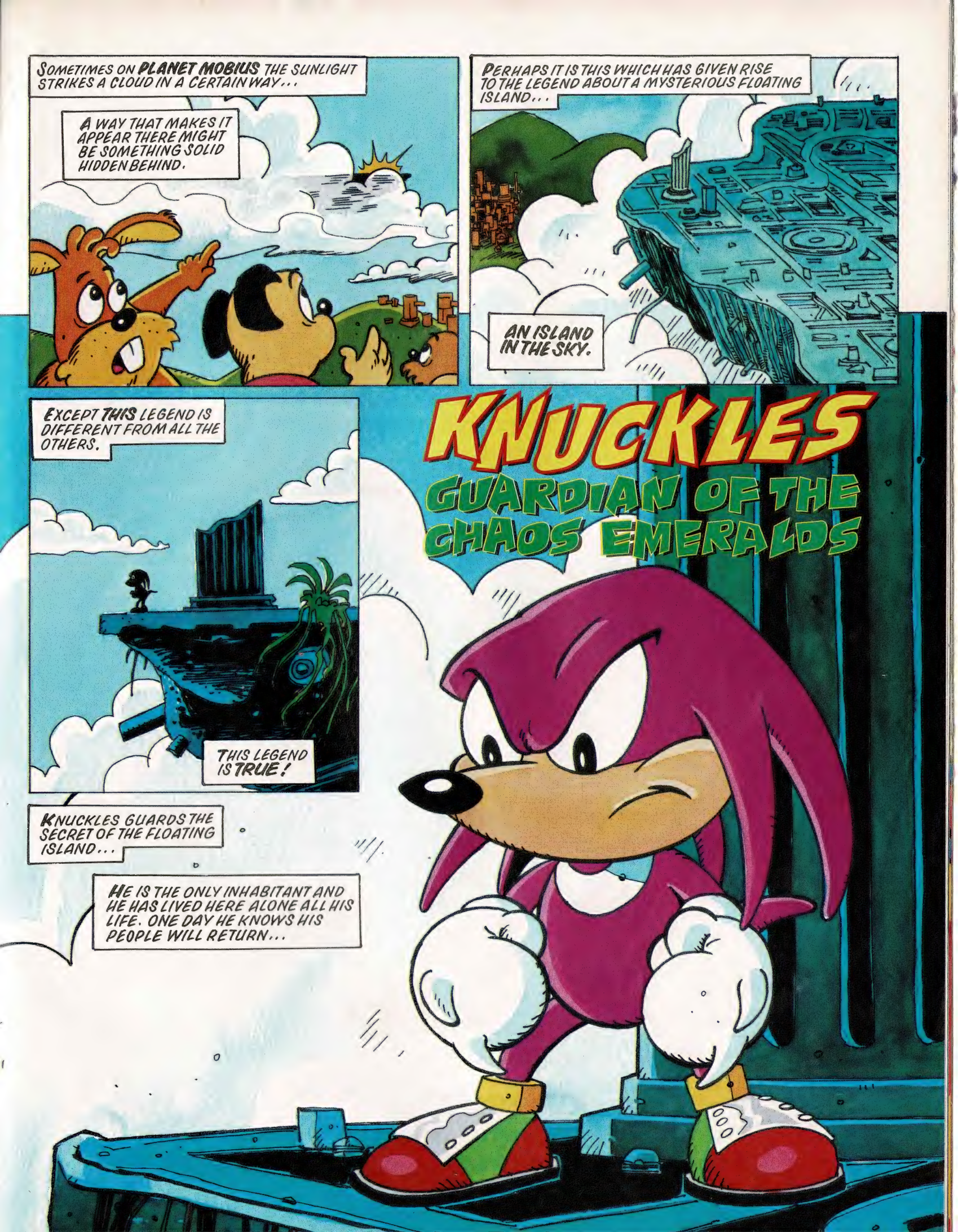
THE PROFILE

Knuckles is an Echidna. And, as everyone knows, an Echidna is a creature which is skilled in burrowing and is a relation of the hedgehog, although to look at Knuckles you would never guess it.

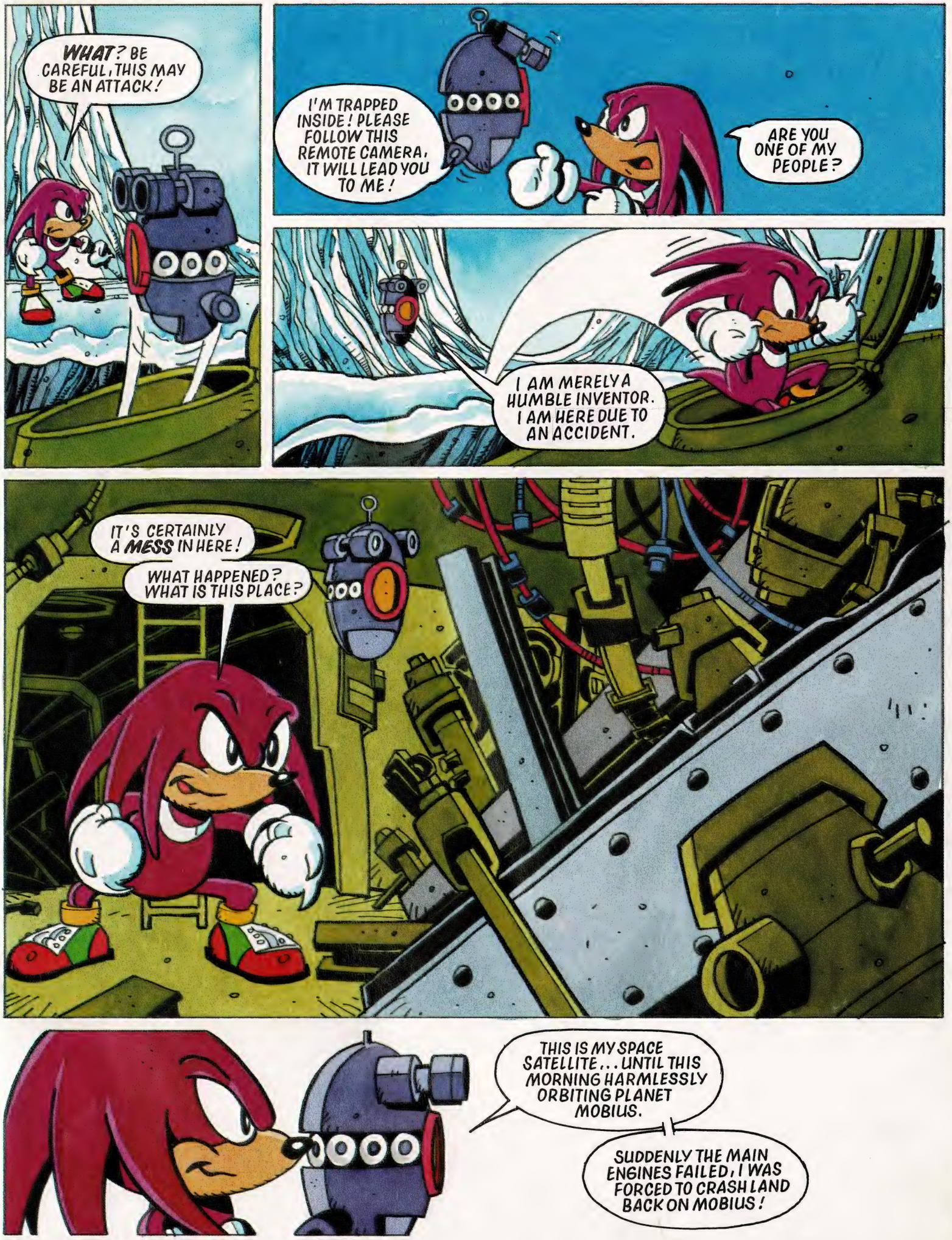
Knuckes is the last surviving member of his species on Mobius and lives alone on the Floating Island - a place that most of Planet Mobius believes to be only a legend. But the Floating Island really exists and once it was populated by an ancient and mysterious civilisation, a civilisation that vanished many years ago.

So now Knuckles waits for his people to return as the prophesy says they one day will. He waits and he guards the island's Chaos Emeralds which are the source of the island's amazing floating power.

Knuckles is fifteen years old and his great responsibilities have made him a serious minded individual. He is athletic and clever with amazing strength - the perfect guardian for the island's all important Chaos Emeralds. He is able to burrow under the ground with ease by using the specially adapted knuckles. But, more than this, Knuckles knows all the mysteries of the Floating Island - the secret passageways, the hidden traps. On his own territory, Knuckles the Echidna is virtually unbeatable.


SOMETIMES ON PLANET MOBIUS THE SUNLIGHT STRIKES A CLOUD IN A CERTAIN WAY...
A WAY THAT MAKES IT APPEAR THERE MIGHT BE SOMETHING SOLID HIDDEN BEHIND.
PERHAPS IT IS THIS WHICH HAS GIVEN RISE TO THE LEGEND ABOUT A MYSTERIOUS FLOATING ISLAND...
AN ISLAND IN THE SKY.
EXCEPT THIS LEGEND IS DIFFERENT FROM ALL THE OTHERS.
THIS LEGEND IS TRUE!
KNUCKLES
GUARDIAN OF THE CHAOS EMERALDS
KNUCKLES GUARDS THE SECRET OF THE FLOATING ISLAND...
HE IS THE ONLY INHABITANT AND HE HAS LIVED HERE ALONE ALL HIS LIFE. ONE DAY HE KNOWS HIS PEOPLE WILL RETURN...

SUDDENLY IT SEEMS THAT KNUCKLES' WAITING MIGHT BE OVER...
WHAT? A METEOR! IT LOOKS LIKE IT'S GOING TO HIT THE ISLAND!
IMPACT SOMEWHERE IN THE ICECAP ZONE... MILES FROM HERE!
BUT DISTANCE IS NO PROBLEM... I'LL JUST TAKE THE ZOOM TUBE!
MINUTES LATER...
CONTACT MADE.
IT'S NO METEOR, THAT'S FOR SURE.
RRRRR!


WHAT? BE CAREFUL, THIS MAY BE AN ATTACK!
I'M TRAPPED INSIDE! PLEASE FOLLOW THIS REMOTE CAMERA, IT WILL LEAD YOU TO ME!
ARE YOU ONE OF MY PEOPLE?
I AM MERELY A HUMBLE INVENTOR. I AM HERE DUE TO AN ACCIDENT.
IT'S CERTAINLY A MESS IN HERE!
WHAT HAPPENED? WHAT IS THIS PLACE?
THIS IS MY SPACE SATELLITE... UNTIL THIS MORNING HARMLESSLY ORBITING PLANET MOBIUS.
SUDDENLY THE MAIN ENGINES FAILED, I WAS FORCED TO CRASH LAND BACK ON MOBIUS!

BUT THIS ISN'T MOBIUS! YOU'VE COME DOWN ON THE FLOATING ISLAND!
THE FLOATING ISLAND? BUT...
THAT MEANS YOU...
MY NAME IS KNUCKLES, GUARDIAN OF THE SACRED CHAOS EMERALDS!
YOU... YOU HAVE ALL THE FLOATING ISLAND CHAOS EMERALDS?
OF COURSE, HOW ELSE WOULD THE FLOATING ISLAND BE ABLE TO FLY?
THANK GOODNESS YOU MADE IT, LITTLE ONE.
BECAUSE I HAVE INFORMATION WHICH IS VITAL TO YOU... INFORMATION ABOUT AN EVIL, DEADLY MENACE. A MENACE KNOWN AS...
SONIC THE HEDGEHOG!
NOW YOU KNOW HOW DOCTOR ROBOTNIK ENLISTED THE HELP OF KNUCKLES IN HIS WAR AGAINST SONIC – JUST BEFORE THE BEGINNING OF THE SONIC 3 COMPUTER GAME!
KEEP READING SONIC THE COMIC TO FIND OUT WHAT HAPPENS NEXT!

VROOM!

Those guys at Williams might not be quite as fast as me, but they do know a bit about speed. Mind you, they couldn't find a helmet big enough for me!

130 PRIZE WINN IN THIS ME SONIC / TOM

Revvvvvv up those power-sneakers 'cos there's masses of Sonic toys and games for masses of winners in this loot-laden competition. TOMY, the ace toys and games company, have pressed the Sonic 'go' button and created a mega range of powerful products all starring the famously fast blue hedgehog - and Tails and the eternally evil Doctor Robotnik are featured, too!

CHECK OUT THIS LIST OF T-RIFFIC TOMY PRIZES...

SUPERSONIC PINBALL
It's SuperSonic spinning pinball fun as you travel with Sonic in the Mega Mack. Lights, sound effects and an automatic scoreboard all add to the fun.

SONIC DUEL
Let Sonic and Doctor Robotnik loose on one another with the ingenious duelling spinners. The duellist left standing is the winner.

SONIC WATER WIZARD
Help Sonic save rings from the threat of the Buzz Bomber badnik. Pump the button to activate Sonic.

SONIC CHAR-G
The revolutionary charge up car with Sonic The Hedgehog at the wheel. Be warned, this Char-G has 'attitude'.

SONIC CUDDLY TOY
He's blue - he's cuddly and with this cute cuddly toy you meet the sensational Sonic in person.

SONIC PUZZLE BALL
It's the 3D rotating jigsaw puzzle game with so many twists and turns it'll make your head spin.

SONIC CYCLONE
A knockout game for 2 to 4 players. As the centre spins you've got to stop those rings shooting into your goal.

TAILS CUDDLY TOY
Don't tell Sonic but the hedgehog wouldn't be the same without his best friend Tails.

SONIC FLEXI FRIEND
Bend Sonic's arms and legs any way you want to create great action poses. He really is your flexible friend.

NERS AND COUNTING GATASTIC TOMY® COMPETITION!

AND HERE'S HOW THE T-RIFFIC TOMY PRIZES WILL BE GIVEN AWAY...

2 x 1st prize winners receive package of
SUPERSONIC PINBALL
SONIC PUZZLE BALL
SONIC DUEL

5 x 2nd prize winners receive package of
SONIC CHAR-G
SONIC FLEXI FRIEND

6 x 3rd prize winners receive
SONIC CYCLONE

6 x 3rd prize winners receive
SONIC CUDDLY TOY

6 x 3rd prize winners receive
TAILS CUDDLY TOY

15 x 4th prize winners receive
SONIC PUZZLE BALL

30 runners up receive
SONIC WATER WIZZARD

30 runners up receive
SONIC FLEXI FRIENDS

30 runners up receive
SONIC DUEL

HOW TO ENTER THIS T-RIFFIC TOMY COMPETITION

You can't afford not to enter - it's so easy.

1 Study the picture of our pinball machine and you will see lots of letters. You have to unravel these letters to discover the name of a vital zone located on Planet Mobius.

2 Now write down the name of this zone into the space provided on the official entry form.

3 Write your name, age and address clearly in the spaces provided.

4 Cut out the completed entry form (send a photocopy if you don't want to cut up your issue of SONIC THE SUMMER SPECIAL and send it to this address.

130 Prize Winners, Sonic Special/TOMY Compo, Fleetway Editions Ltd., 25-31 Tavistock Place, London WC1H 9SU.

All entries must be in by the closing date of 31st August 1994.

The first two correct entries pulled from Sonic's power-sneaker will win the first prize, the next five correct entries the second prizes and so on until we have the names and addresses of 130 prize winners. The editor's decision is final and the results will be published in a future issue of Sonic The Comic.

NAME .....

ADDRESS .....

.....

.....

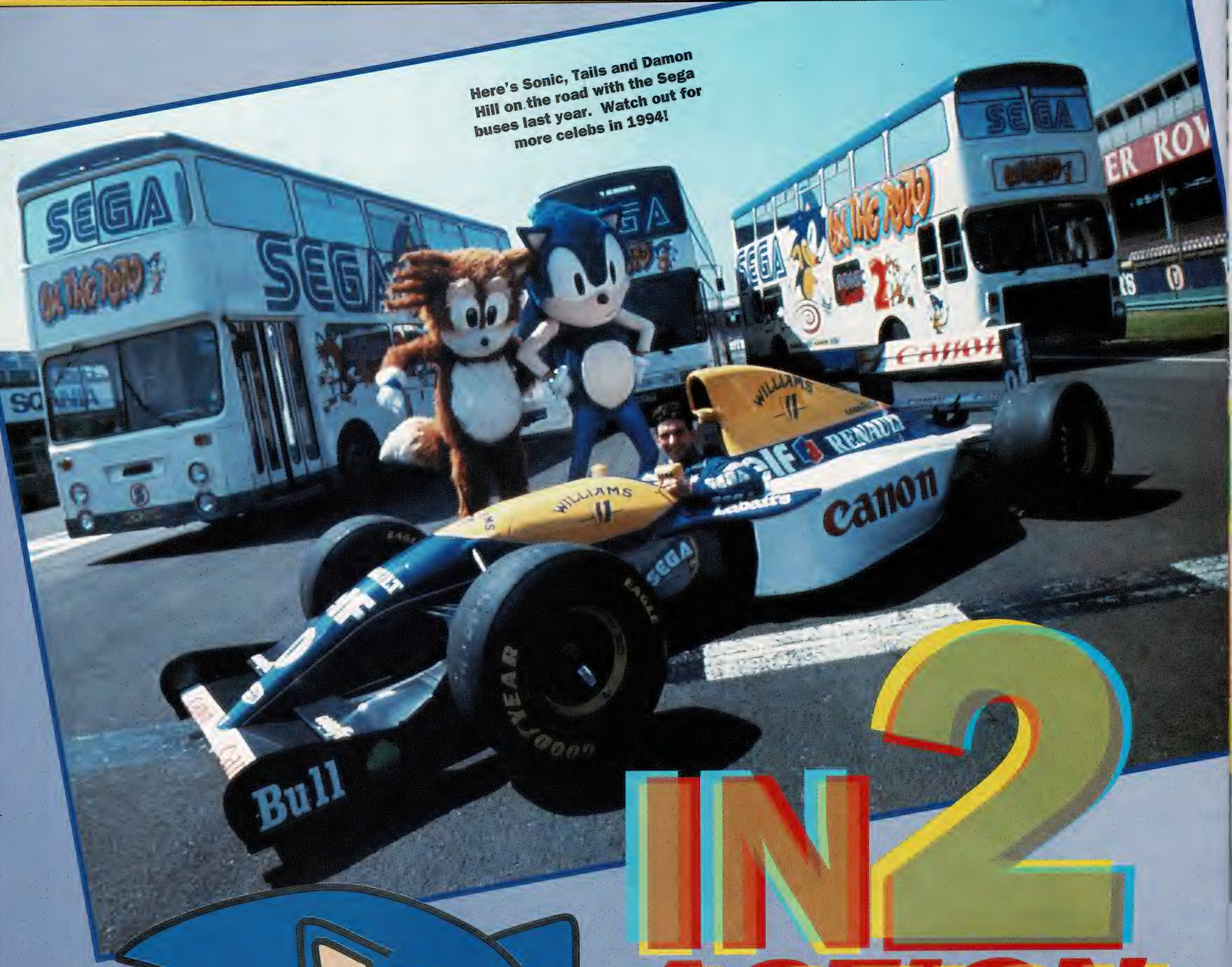
.....

.....

AGE .....

The Zone is:

Send entry to 130 Prize Winners, Sonic Special/TOMY Compo, Fleetway Editions Ltd., 25-31 Tavistock Place, London WC1H 9SU



Here's Sonic, Tails and Damon Hill on the road with the Sega buses last year. Watch out for more celebs in 1994!

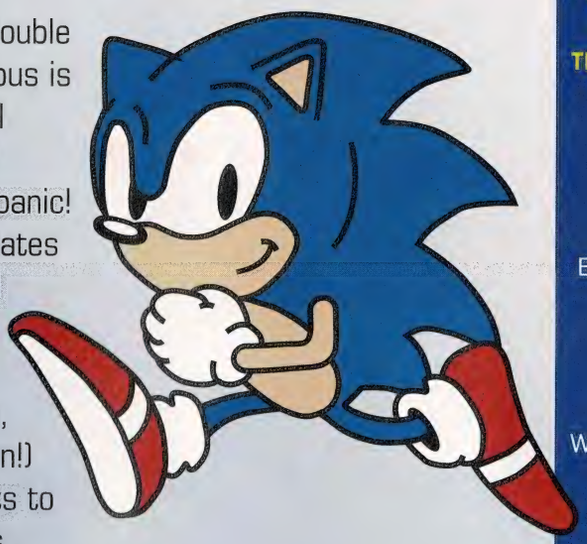
IN 2 ACTION

The Sega bus is on the road again for the "In 2 Action Tour"... and it may well be coming to a town near **you!** Perhaps you were lucky enough to catch up with the bus on its grand tour last Summer - as it called at country fayres, open-air family shows... in fact anywhere large gatherings of people came together.

There are actually **two** Sega buses - even Sonic the Hedgehog isn't quick enough to cover the whole country with just one! There's a 'North' and a 'South' bus, each one identical, apart from the fact that it covers a different part of the country. The buses have both been fully repainted and spruced up after the tough 1993 tour and are raring for action once more. Check out the list of planned venues printed on these pages to see whether the Sega bus is coming to

visit **you.**

Whatever you do, though, please double check with the venues or events that the bus is definitely coming, as the tour dates are all subject to change at short notice. And, if there's nothing listed for your area, don't panic! Keep an eye on your local press, as new dates are being added all the time and there will certainly be a lot more on the list by the time you read this (this Sonic The Summer Special went to press weeks ago, so look out for more up-to-date information!) The buses will also be making regular visits to selected Pontins and Haven holiday camps throughout the Summer.



So what's so great about a **Sega bus?** It's a mobile computer games party, that's what! Each bus is crewed by three persons, who actually live and sleep on board. Their job is to ensure that all Sega fans have a great time when they come along to see the bus. They play some really mega music (mega-loud!) and they run some pretty mega competitions. You can win T-shirts, Sega goodie bags and Sega balloons. If you're really lucky, they might even squirt you with their water pistols - so maybe you should take a brolly along!

Then, of course, there's the bus itself. The lower deck is fully kitted out with consoles and video games - you'll find all the latest hi-tech equipment on board! Not only do the buses offer you the chance to use the best in computer hardware, but the latest games will be available to play on the bus throughout the Summer. This is your chance to sample the latest releases for the different Sega computer systems and there will also be a series of promotional events and competitions relating to the new games.

The crowds for the Sega bus were pretty big in 1993. Make sure you're at the front of the queue this year!

On the upper deck of the bus you will find the **SEGA CHALLENGE**, where you will be able to compete in your favourite games - against the clock! The fastest competitor of the day will receive an extra special prize.

And if all that's not enough for you, Sonic and Tails often make guest appearances on the bus - sometimes along with other well-known celebrities. So make sure you get there early, as there are usually big queues to get on the bus, with some mega-fans following the tour all over the country!

The Sega bus tour goes on throughout the Summer school holidays, but it doesn't stop there. After the holidays, the buses actually visit schools, so watch out for it - you never know when Sega's "computer roadshow" might turn up!

TOUR DATES

The two Sega buses are scheduled to appear at the following events:

June 18th-19th
Royal Welsh Show

June 18th-19th
Biggin Hill International Air Fair

June 25th-26th
The Wandsworth Show

June 25th-26th
Woodford Air Show/Manchester Youth Games

July 1st
RAF Waddington

July 1st-2nd
Southampton Balloon Festival

July 2nd
Basingstoke Show

July 9th-10th
Wirral Show

July 9th-10th
Bexley Show

July 16th-17th
Birmingham Show

July 16th-17th
Durham County Show

July 19th-21st
East of England Show

July 23rd
International Air Tattoo

July 23rd-24th
Royal Lancs Show

July 24th
Fairford, Glos.

July 26th-27th
New Forest Hampshire Show

July 27th
Nantwich and South Cheshire Show

July 30th-31st
Worthing Festival

July 30th-31st
St Helens Show

PLEASE ENSURE THAT YOU CHECK WITH THE VENUES OR EVENTS IN ADVANCE, BECAUSE ALL OF THESE APPEARANCES ARE SUBJECT TO CHANGE.

SONIC CRAZY

SONIC
SONIC
When you're the planet's most super-Sonic computer star
blue face plastered all over the place. We check

Sonic the Hedgehog has already taken the video game world by storm. Now he can be found in many shapes and forms across Europe and some of them are rather unusual!! Sega has licensed Sonic to a number of companies to produce goods from T-Shirts to cakes, watches, badges, jackets, kites, mugs, toys and books and a whole lot more. The list is enormous and Sega earn **millions** globally just by letting companies put him on their goods!

There are plenty of Sonic items to be collected in the UK, but of course there are also a lot of licensees in Europe. There are some specialist items that you may not see over here because they are produced **just** for France or Italy or another licensed territory. For example, there are some amazing backpacks and special school holdalls that have been produced in Italy that are not widely available in the UK. Still, keep your eyes peeled and you may just see them on special import!

One of the oddest items to emerge based on Sonic is a special badge. This can be pinned to clothing and it is a solid plastic replica of Sonic measuring about 3 inches in height. The **odd** thing is that if you flip a switch on the back, Sonic's eyes light up and flash in time to a strange Mexican type tune!!

Strangely enough, this has never been released in Europe!

Sonic has also materialised in many other forms - he has his own TV series, which has been a chart topper both in the US and in the UK and - of course - he also stars fortnightly in the official Sonic The Comic from Fleetway Editions. But did you know that Fleetway's parent company, Egmont Publishing, produces versions of this comic all over Europe?

And how big do you think Sonic the Hedgehog really is? 6 inches high? 6 feet maybe? Well, a giant Sonic was created for promotional purposes and he just happened to be 75 feet high! A hot air balloon cut-out of Sonic was made specially for Sega - it has been used at hot air balloon venues around the country and at special Sega launches. So the next time you look up and see a 75 feet high Sonic, you **can** believe your eyes!

Sega has created a very special series of commercials that feature Sonic and his beastly enemy Metal Sonic (who first appeared in Sonic CD and may appear in future Sonic battles). These ads were created using a very sophisticated computer called a Silicon Graphics Workstation. They make Sonic look very lifelike and he can run, leap and bounce around just like in real life. To date, two of these ads have been made covering the release of **Sonic CD** and **Sonic Spinball**.

SONIC THE ARCADE GAME

Over the last year or so Sega has been displaying a Sonic Arcade Game at consumer electronics shows in the US, Japan and the UK. It has now been officially launched with great success.

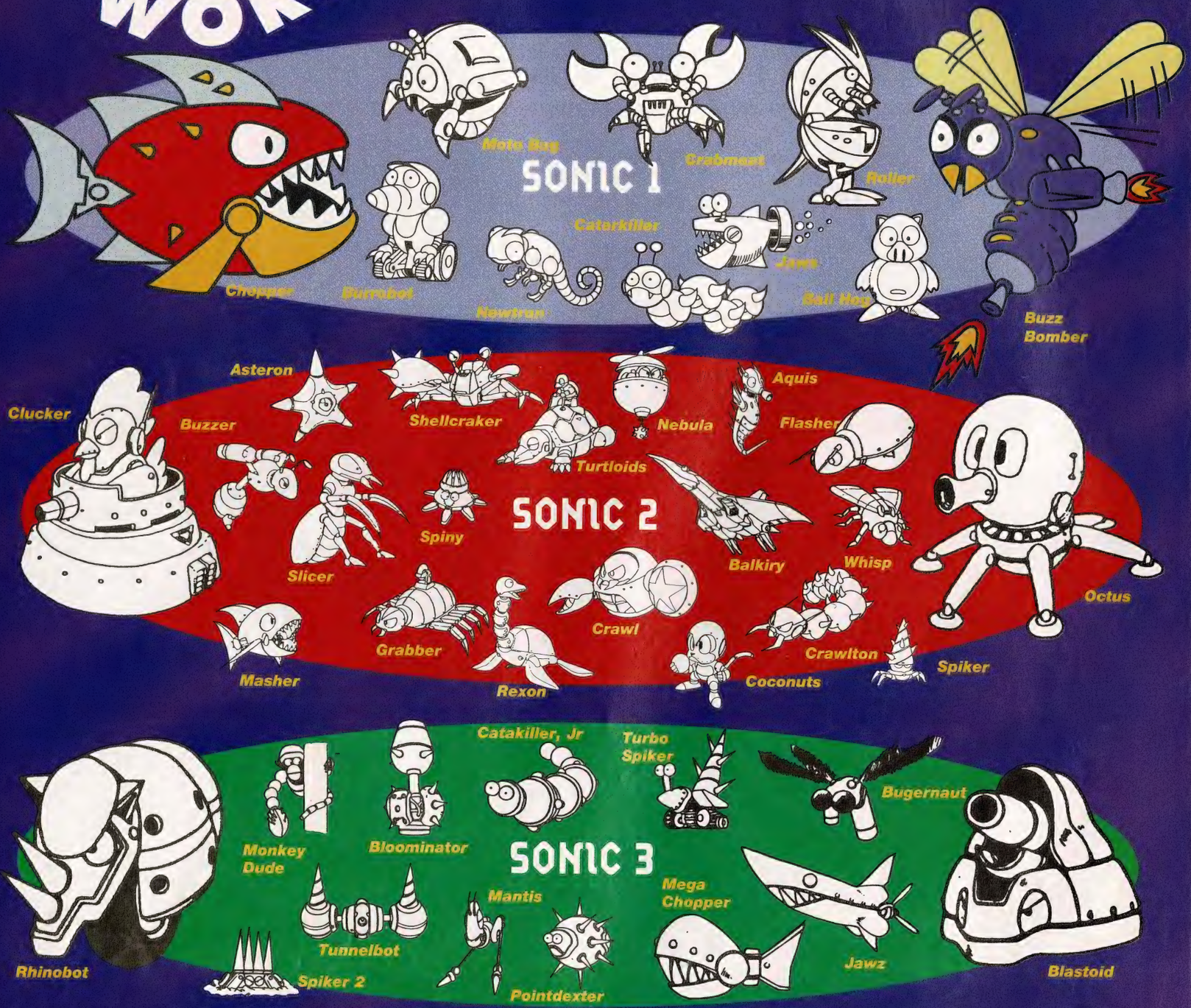
It features Sonic and an all new friend called Ray. The game is basically a three quarter view with **trackballs** to move Sonic or his friend Ray. As ever, you have to avoid Robotnik's fiendish contraptions while collecting rings and other goodies, but the action is truly intense and your hand soon starts to ache!!

There are six stages to run through and each has its own unique gameplay and graphical style. The graphics, sound and gameplay are all hopelessly addictive and **Sonic the Arcade Game** sets a new standard for arcade action and also for very sore and sweaty palms!

SONIC'S WORLD

Sonic has encountered many of Robotnik's fiendish contraptions and even Doctor Robotnik himself on many an occasion.

In most of his games, Sonic faces the evil Doctor at the end of each level and Robotnik is usually hiding inside one of his robotic contraptions when they meet. However, the main nasties Sonic has had to battle over the years are Doctor Robotnik's Badniks, who include:

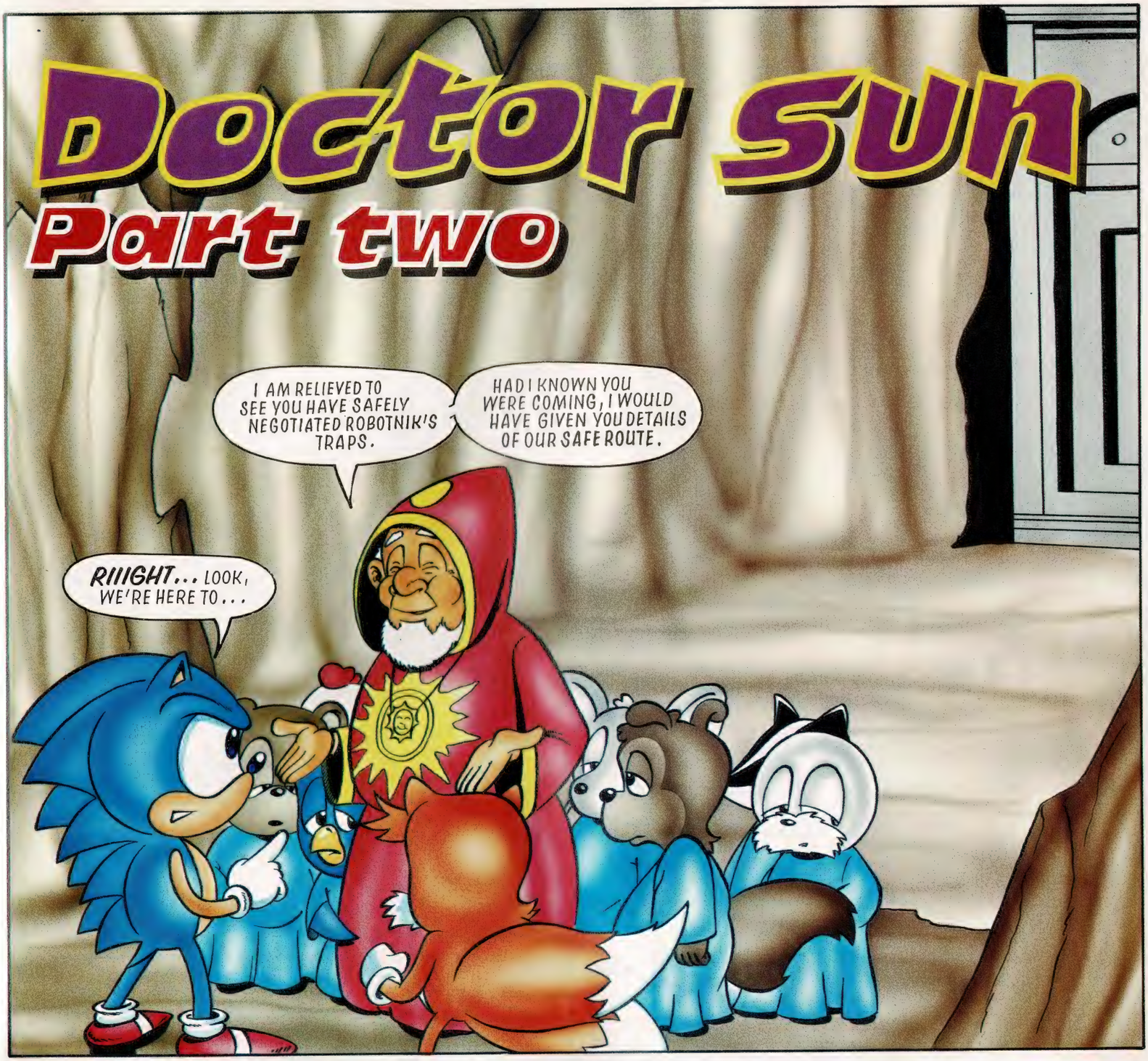


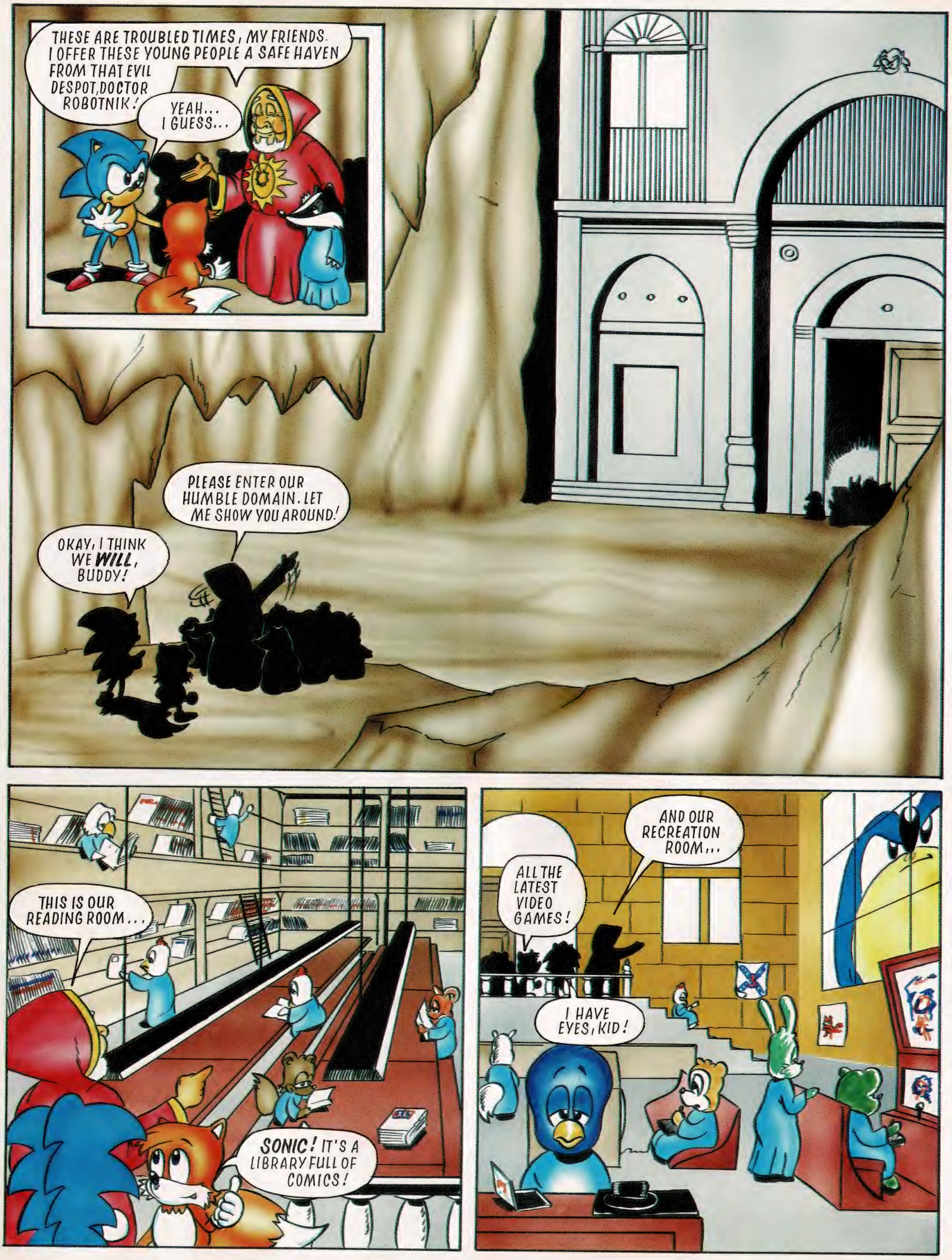
Other major additions to Sonic's World include a girl who has a crush on Sonic called Amy and Metal Sonic, both from **Sonic CD.**

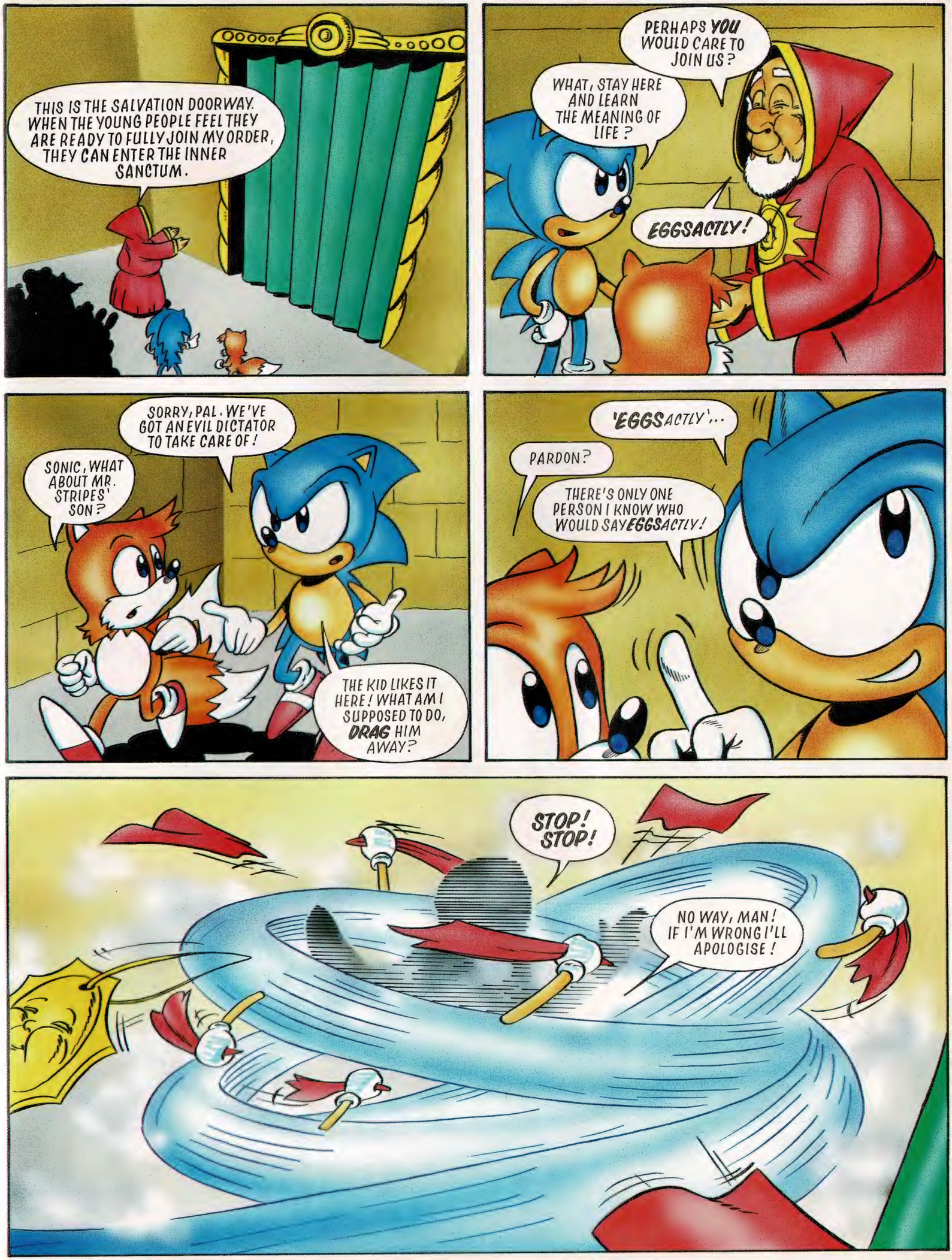
Sonic's most popular friend, Tails, joined him in the second Megadrive game to feature the speedy Hedgehog. Tails likes to tag along behind Sonic with his whizzing tails and he can help Sonic by taking out nasties or by collecting rings. Tails can be quite a pain too as he gets in Sonic's way just as often as he leaps to his rescue!

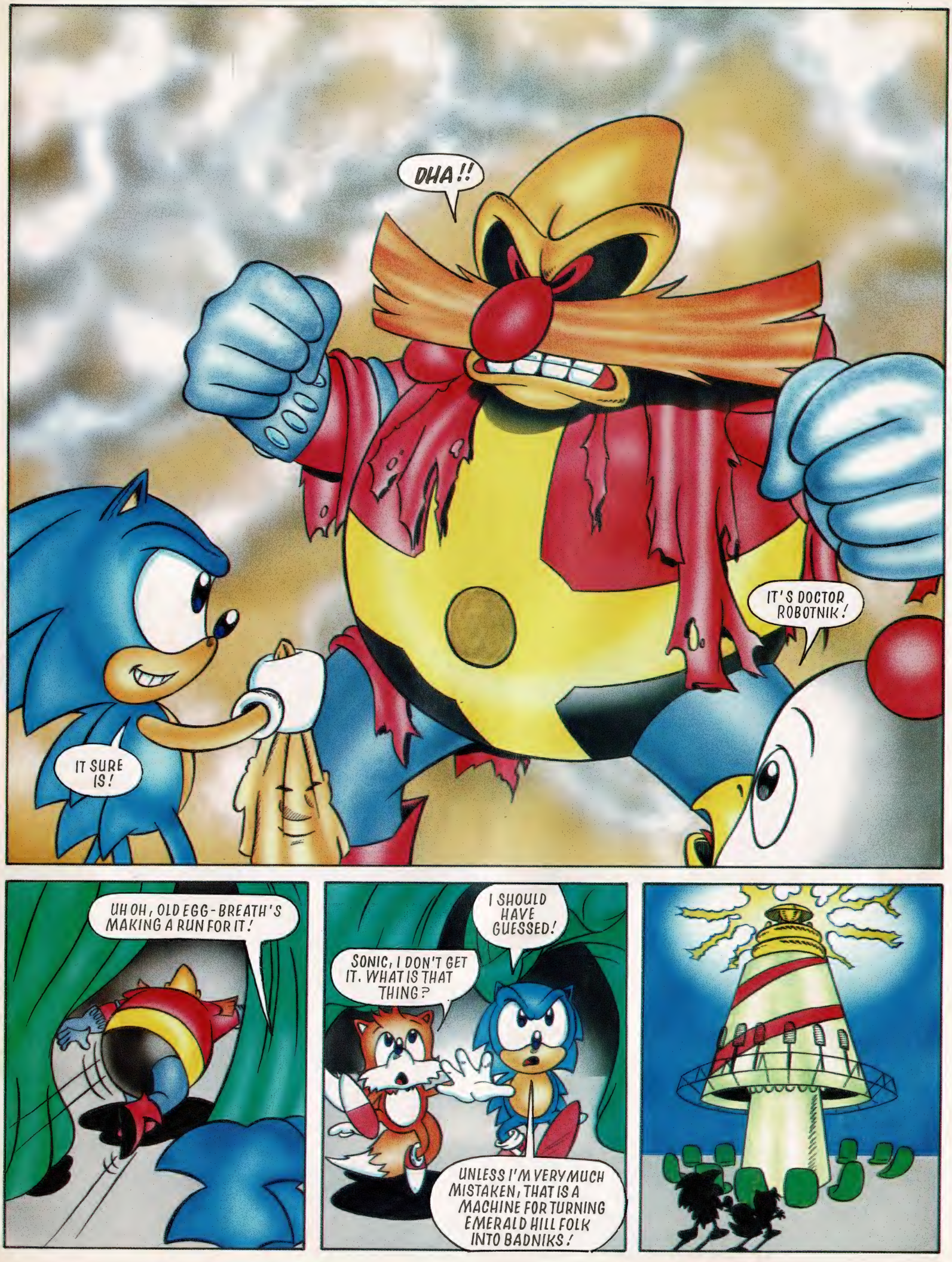
Knuckles the Echidna is the latest sidekick to Robotnik and he makes some cameo appearances in **Sonic 3**. Not actually evil, Knuckles has been duped into helping the scheming Doctor.

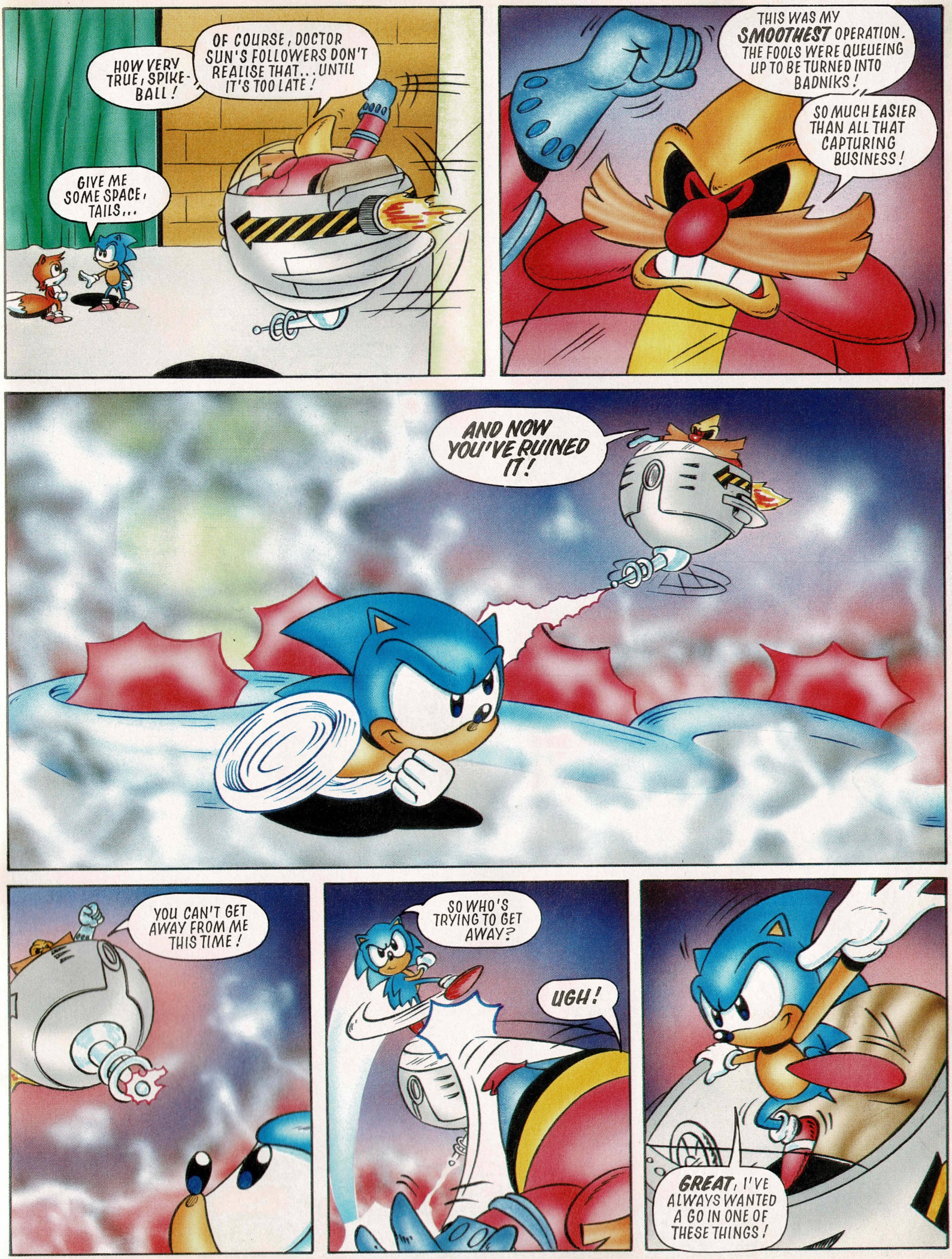
Doctor Sun
Part two

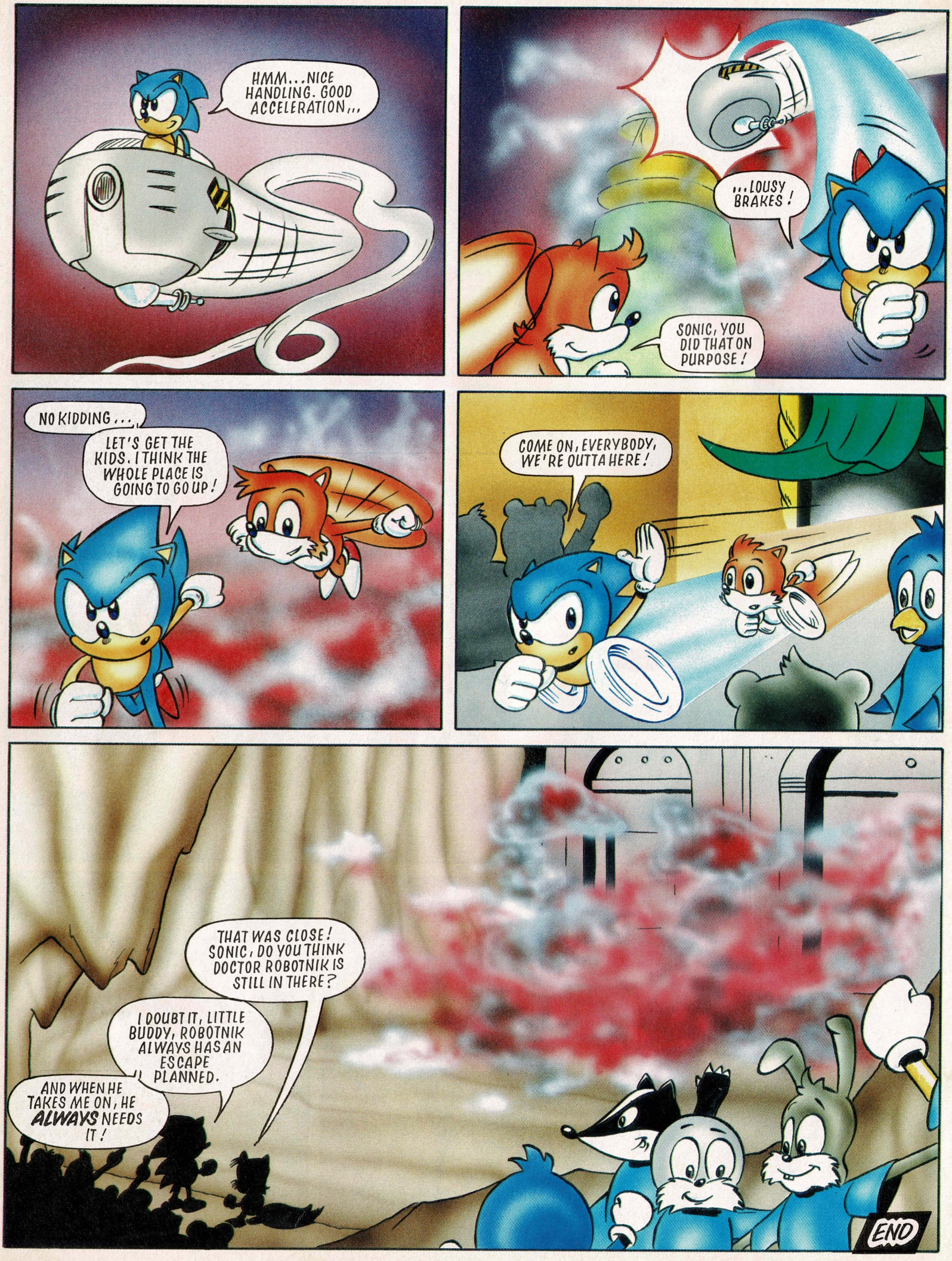

I AM RELIEVED TO SEE YOU HAVE SAFELY NEGOTIATED ROBOTNIK'S TRAPS.
HAD I KNOWN YOU WERE COMING, I WOULD HAVE GIVEN YOU DETAILS OF OUR SAFE ROUTE.
RIIIGHT... LOOK, WE'RE HERE TO...


THESE ARE TROUBLED TIMES, MY FRIENDS. I OFFER THESE YOUNG PEOPLE A SAFE HAVEN FROM THAT EVIL DESPOT, DOCTOR ROBOTNIK!
YEAH... I GUESS...
PLEASE ENTER OUR HUMBLE DOMAIN. LET ME SHOW YOU AROUND!
OKAY, I THINK WE WILL, BUDDY!
THIS IS OUR READING ROOM...
SONIC! IT'S A LIBRARY FULL OF COMICS!
AND OUR RECREATION ROOM...
ALL THE LATEST VIDEO GAMES!
I HAVE EYES, KID!


THIS IS THE SALVATION DOORWAY. WHEN THE YOUNG PEOPLE FEEL THEY ARE READY TO FULLY JOIN MY ORDER, THEY CAN ENTER THE INNER SANCTUM.
WHAT, STAY HERE AND LEARN THE MEANING OF LIFE?
PERHAPS YOU WOULD CARE TO JOIN US?
EGGSACTLY!
SONIC, WHAT ABOUT MR. STRIPES' SON?
SORRY, PAL. WE'VE GOT AN EVIL DICTATOR TO TAKE CARE OF!
THE KID LIKES IT HERE! WHAT AM I SUPPOSED TO DO, DRAG HIM AWAY?
'EGGSACTLY',..
PARDON?
THERE'S ONLY ONE PERSON I KNOW WHO WOULD SAY EGGSACTLY!
STOP! STOP!
NO WAY, MAN! IF I'M WRONG I'LL APOLOGISE!


DHA!!
IT'S DOCTOR ROBOTNIK!
IT SURE IS!
UH OH, OLD EGG-BREATH'S MAKING A RUN FOR IT!
I SHOULD HAVE GUESSED!
SONIC, I DON'T GET IT. WHAT IS THAT THING?
UNLESS I'M VERY MUCH MISTAKEN, THAT IS A MACHINE FOR TURNING EMERALD HILL FOLK INTO BADNIKS!


HOW VERY TRUE, SPIKE-BALL!
OF COURSE, DOCTOR SUN'S FOLLOWERS DON'T REALISE THAT... UNTIL IT'S TOO LATE!
GIVE ME SOME SPACE, TAILS...
THIS WAS MY SMOOTHEST OPERATION. THE FOOLS WERE QUEUEING UP TO BE TURNED INTO BADNIKS!
SO MUCH EASIER THAN ALL THAT CAPTURING BUSINESS!
AND NOW YOU'VE RUINED IT!
YOU CAN'T GET AWAY FROM ME THIS TIME!
SO WHO'S TRYING TO GET AWAY?
UGH!
GREAT, I'VE ALWAYS WANTED A GO IN ONE OF THESE THINGS!


HMM...NICE HANDLING. GOOD ACCELERATION...
...LOUSY BRAKES!
SONIC, YOU DID THAT ON PURPOSE!
NO KIDDING...
LET'S GET THE KIDS. I THINK THE WHOLE PLACE IS GOING TO GO UP!
COME ON, EVERYBODY, WE'RE OUTTA HERE!
THAT WAS CLOSE! SONIC, DO YOU THINK DOCTOR ROBOTNIK IS STILL IN THERE?
I DOUBT IT, LITTLE BUDDY, ROBOTNIK ALWAYS HAS AN ESCAPE PLANNED.
AND WHEN HE TAKES ME ON, HE ALWAYS NEEDS IT!
END

WAA-HAYYY!

This was the day when Tails and I met Chris Evans and David Jensen. I gave them a few tips on how to be a TV star!

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